Richard Le

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Polyglot programmer with experience in game development and 3D visualization.
Looking for opportunities to create meaningful and delightful digital experiences.

Skills

Programming	C++, C#, C, Java, OCaml, Elixir, Go, Python
Web & Mobile	HTML, CSS, Javascript, Node, Express, PHP, Android, Docker
Frameworks	LaravelPHP, React, Vue, ThreeJS, GSAP, Bootstrap, TailwindCSS
Cloud	AWS, Google Cloud, DigitalOcean
Tools	Linux / UNIX, Command-Line, Open Source Software
Source Control	Git, Github, Perforce
Database	MySQL, SQL, Firebase

Experience

Electronic Arts

May 2021 - Sep 2021

Software Engineer - Character Animation Research

- Developed runtime animation solutions for Frostbite Engine
- Created diagnostic Tooling and debug interfaces in-editor and for the web

Used: C++, Frostbite, ImGUI

Blackbird Interactive

Jan 2020 - Aug 2020

Co-op Programmer
- Shipped Hardspace: Shipbreaker - 9/10 Steam, 88% Humble Bundle
- Gameplay, UI, Rendering, Database, Networking, Localization features

Used: C#, MySQL, Perforce, Unity

Under the GUI Academy

Feb 2017 - Jan 2021

Senior Staff Trainer, Junior Web Developer,
Curriculum Creator, Game Dev Instructor
- Created all schooling curriculum: 7 Games and one theory CS Course
- Implemented features to a web-embedded game engine
- Added support for graphics libraries and languages
- Consulting on Instructor Training and Curriculum Direction

Used: AWS, Full Stack Web, Python, Java, C#, Unity

COHO Labs, UBC

Oct 2017 - Apr 2018

Undergraduate Research Assistant
- Worked on streaming 3D geometry from archvis to a game engine.
- App ran on Microsoft Hololens targeting AR.

Used: C#, Rhinoceros 5, Unity

Game Jams

Rogue Carrier

Kajam 2021

Grand Prize Finalist - Results Pending

Stranded in the ocean, take control of an aircraft carrier's flight deck and
Weapons systems in order to accomplish the advocate's goals…
Played by over 5000 players on replit.com!

Worked on: A little bit of everything!
Used: Unity, C#, WebGL, HTML, CSS, JS

Sunseeker

BC Game Jam 2019

1st Place - Blackbird Interactive Subtheme
1st Place - Offworld Industries Subtheme

A 3D Flight game with search and retrieval mechanics are used to sustain the
player's main base.

Worked on: Core gameplay, Shader Code, Effects and VFX Scripting, Voice Acting
Used: Unity, C#, Maya, Adobe Suite, HLSL

Hackathons

Hypeman

NwHacks 2020

Domain.com Prize Winner

A positivity social media platform for wellness and positivity, send upHypes to
your fellow socialites in need of positivity in their life. Comment and motivate
other users! Yell into your mic in order to create a hype storm in your general
area.

Worked on: A little bit of everything!
Used: HTML, CSS, Bootstrap, JavaScript, Firebase and Google Cloud

Canary

Angelhack 2019

1st Place - Agora Challenge

A medical app that connects users to local trained volunteers who provide
first-aid emergency medication before first responders reach a site.

Worked on: Google Maps Integration, Front-End UI, BizDev
Used: Agora RTC, Google Cloud Platform, NodeJS, HTML, CSS, JS, JQuery

Education

British Columbia Institute of Technology 2019 - 2021
Diploma in Computer Systems Technology, 90% GPA

University of British Columbia 2015 - 2018
Statistics and Computing Science Undergrad Courses