

Richard Le

richardle1997@gmail.com
604-600-2916

portfolio
linkedin
github

richard-le.com
linkedin.com/in/le-rich
github.com/le-rich

A Computer Systems Technology student 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, Python
Web & Mobile	HTML, CSS, Javascript, Node, Express, PHP, Android, Docker
Frameworks	LaravelPHP, React, Vue, Bootstrap, TailwindCSS
Theory	HTTP, SSL, DOM, Web Servers, Functional Programming
Cloud	AWS, Google Cloud
Source Control	Git, Github, Perforce, JIRA, Jenkins
Tools	Unreal Engine 4, Unity, Linux / UNIX, Command-Line
Database	MySQL, SQL, Firebase
Animation & 3D	Blender, Rigging, Animation Theory, 3D Graphics Theory

Experience

Jan 2020 - Aug 2020

Blackbird Interactive

Co-op Programmer

- Shipped Hardspace: Shipbreaker - 9/10 Steam, 88% Humble Bundle
- Gameplay, UI, Rendering, Database, Networking, Localization, Subtitles tasks

Used: C#, MySQL, Perforce, Unity

Feb 2017 - Jan 2021

Under the GUI Academy

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

Oct 2017 - Apr 2018

COHO Labs, UBC

Undergraduate Research Assistant

- Worked on streaming 3D geometry from architectural software to a game engine in real-time.
- App ran on Microsoft HoloLens targeting AR.

Used: C#, Rhinoceros 5, Unity

Game Jams

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

Indie Games

Ecocity The Game

An environmentally minded city- building game with resource management and a high degree of UI/ UX polish. Available now at ecocitythegame.ca and on the Google Play Store.

Worked on: Core Gameplay, 3D Animation, UI Scripting, Particle Effects
Used: Unity, C#, MySQL, PHP

Midnight Crown

An 'aerospace' combat flight game in atmosphere and zero-g. Featuring full 4 degrees of movement flight simulation, predictive guidance weapons, diegetic cockpits, complex AI behaviour trees with local avoidance and FMOD 3D Spatial audio to keep you on your toes. Built over the course of 1 Year as the sole developer.

Worked on: Everything! Gameplay, Art, Audio.
Used: Unity, C#, Blender, FMODStudio, Adobe Suite

Hackathons

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, Project Management, Business Analysis
Used: Agora RTC, Google Cloud Platform, NodeJS, HTML, CSS, JS, JQuery

Visualeyes

Bizhacks 2019

2nd Place - Best Buy Business Case

A Computer Vision/Machine learning app that brings you to a product's storefront just by taking a photo of it.

Worked on: Camera Capture and Vision Analysis, Front-End UI and Animations
Used: C#, Clarifai Computer Vision API

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