

Andy Le

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EDUCATION

University of California, Irvine

Expected Graduation: 2024

- **B.S. Computer Science, Cumulative GPA: 3.91**
- **Coursework:** Intermediate Python, Programming in C/C++
- **Extracurricular:** Video Game Development Club

PROJECTS

YOUR Roguelike Adventure

October 2020 - April 2021

Programmer

- Worked in a team of 3 to develop the functionalities for a 2D rogue-like shooter with dynamic difficulty using Unity (C#)
- Implemented random level generation, invincibility frames, and the overworld
- Collaborated on the implementation of the GUI, level designs, and enemy attack patterns
- Helped discover, replicate, diagnose, and resolve game-breaking bugs quickly

Salvation

June 2020 - October 2020

Programmer/Developer

- Developed a 2D Metroidvania action-adventure game using Unity (C#)
- Implemented player movement, enemy movement and attack patterns, and progress saving
- Created all visual assets from scratch using paint.net
- Advanced to the second round of XPrize Connect's Code Games competition

Soxar's Mod

July 2019 - May 2020

Programmer/Developer

- Developed a mod for the game Terraria using tModLoader (C#)
- Introduced new items, enemies, and soundtracks

SKILLS

Languages: Python, C++, C#

Tools: Unity, Visual Studio, Eclipse

Familiar with: Java, Javascript, HTML5, CSS, Linux CLI, Git

Other: Limited working proficiency in Vietnamese

EXPERIENCE

Viet Ngu Ve Nguon - Ve Nguon Vietnamese Language School

August 2015 - Decemeber 2019

Teaching Asisstant

- Worked alongside other volunteers from the community to teach the local youth Vietnamese
- Helped administer class spelling tests and 1-on-1 reading and speaking exams to young children
- Provided physical assistance during the preparation, execution, and conclusion of school-wide events