

Andy Le

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Education

University of California, Irvine

Bachelor of Science, Computer Science

- GPA: 3.96
- Dean's List: Fall 2020, Winter 2021

Projects

YOUR Roguelike Adventure

October 2020 - April 2021

Programmer

- Worked in a team of 3 to create the functionalities for a 2D rogue-like shooter with dynamic difficulty using Unity (C#)
- Implemented random level generation, map selection, enemy AI, and various other core game mechanics
- Helped diagnose and resolve at least 50% of the game's technical issues

Salvation

June 2020 - October 2020

Programmer/Developer

- Developed a 2D Metroidvania using Unity (C#)
- Implemented enemy AI, player movement, and other mechanics

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

Professional Experience

Nothing currently.

Skills

Programming Languages: Python, C#, C++, Java, Javascript, HTML/CSS

Tools: Unity, GitHub