

# Andy Le

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vinhandyle.github.io

## Education

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### University of California, Irvine

*Bachelor of Science, Computer Science*

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

## Projects

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### YOUR Roguelike Adventure

**October 2020 - Present**

Programmer

- Working in a team of 5-7 to create a 2D rogue-like shooter with dynamic difficulty using Unity (C#)
- Implementing random level generation, enemy AI, and various other core game mechanics

### 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

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Nothing currently.

## Skills

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

**Tools:** Github, Unity