ANDY LE

github.com/vinhandyle

EDUCATION

University of California, Irvine

Bachelor of Science: Computer Science

- Cumulative GPA: 3.9
- Dean's List: Fall 2020

PROFESSIONAL EXPERIENCE

None

PROJECTS

YOUR Roguelike Adventure   **October 2020 - Present**

Programmer

- Worked in a team of 5 to create a 2D rogue-like shooter with dynamic difficulty using Unity

Salvation   **June 2020 - October 2020**

Programmer/Developer

- Developed a 2D Metroidvania using Unity
- Made it to the second round of XPrize Connect's Code Games

Soxar's Mod   **July 2019-May 2020**

Programmer/Developer

- Developed a mod for the game, Terraria

SKILLS

Programming languages: Python, C#, Java, Javascript, HTML/CSS
Tools: GitHub, Unity