Vy Le

Web Developer

Houston, TX || (832) 267-0517

Portfolio: https://vivirbi.github.io./
Email: thaovyletruong@gmail.com
Github: https://github.com/viviRbi
Linkedin: www.linkedin.com/in/vy-le07

A web developer with a UI/UX background. Enthusiastic about solving problems and creating clear, functional websites.

Independent, with a strong work ethic and attention to details. Working to improve coding skills and grow as a Developer.

Summary

Determined, hard-working, organized, trustworthy, reliable, persistent.
A good team player with high standard for quality.

Skill

. Font end: HTML, CSS, JavaScript, React
. Back end: Node.js, MongoDB, Express, Python, PostgreSQL, Django
. Version control: GitHub, Command Line
. UI/UX Design: Wireframing, Photoshop, Inkscape

Experience

Nov-2019 Mar-2019
General Assembly
Remote

Software Engineering Immersive program
Projects:
. **Tessa, LLC:** A Real Estate website made with Html, Css, React with its own back end API
. **Detective riddle:** Improving logical skill with this trivia game. Technology: Html, Css, Js
. **Great Reads:** A group project where user can do full CRUD model from the front end using NoSQL database. My responsibility was to create the main, book detail and save page plus merge pull request. Technology: React, Html, Css, NodeJS, Express, Mongo, Mongoose

April-2019 now
Patreon creator
Houston TX

Game developer
. Handle programming, coding, art/design and story
. The demo finished in 2 months of hard work and got donation immediately.
. Got a fan forum of around 195 fans. Proof available via request

Aug-2019 Oct-2019
**Healthcare
Game Showdown**
Houston TX

Competitor (AT&T Team)
. Built UI/UX and in game assets for a web game name Mentalist. Implement artwork and style them using CSS. Created animations. Edited audio to increase user experience
. Completed my tasks quick and efficient which allowed me to assist the programmer in styling and gave him more time to work on the core systems

Jun-2019 Nov-2019
Revelation Interactive
Houston TX

UI/UX Designer Intern
. Created a varieties of UI/UX for main menu, settings, gameplay screen, stores, etc along with using Unity engine

Oct-2017 Feb-2018
Enso Entertainment
Remote

Contractor, UI/UX designer, Game artist
. Created main menu, gameplay UI, character selection screen.
. UX from wire framing to final products
. Produced 9 backgrounds in 2 months. Set up animated textures for particle effects

Education

. Intense three-month, 500-hour program for full stack software engineer at General Assembly
. AAS degree for Digital Gaming & Simulation for Artists