

# Vy Le

Houston, Tx

(832) 267-0517

thaovyletruong@gmail.com

Github: <https://github.com/viviRbi>

Portfolio: <https://vivirbi.github.io/>

## Software Engineer

I'm a software engineer with a UI/UX background. Enthusiatic about solving problems and creating clear, functional websites. Independent, with a strong work ethic and attention to details.

### Summary

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

### Skill

- Front 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

**Aug-2019 Oct-2019**

Healthcare game  
showdown  
Houston, TX

UI/UX designer, artist

- Built UI/UX and in game assets for a web app
- Implement artwork and style them using CSS. Created animations. Edited audio to increase user experience
- Boost the team's speed two times up. Let programmer have more time to concentrate on the main things by participate in styling/implementing assets process.

**Jun-2019 Nov-2019**

Ristudio  
Houston, TX

UI/UX designer Intern | Reference: Dennis Mathew (832)234-6432

- Produced from wireframes mock up to final versions and implement it in Unity game engine
- Faster performance. Create a variety of UI/UX for the product

**April-2019 now**

Vivi Game  
Houston, TX

Self-employed, game creator

- Handle programming, coding, art/design and story
- Got a fan forum of around 160 person
- The demo finished in 2 months of hardwork and got donation immediately.

**Oct-2017 Feb-2018**

Enso Entertainment  
Austin TX

Contractor, UI/UX designer, Game artist | Reference: Gil (832)234-6432

- Created 8 pieces of UI/UX from wireframing to final products, organized assets
- Produced 9 backgrounds in 2 months. Set up animated textures for particle effects
- Help Enso Entertainment moving two times faster than their original plan

### Education

AAS degree in Gaming and Stimulation for Game Artist