

Vincent Le

le.vincent8@yahoo.com

480-603-5767

Education

Computer Science

Expected Graduation: *May 2022*

Arizona State University - GPA: 4.0

Technical Skills

- **Proficient languages:** Java, Python, C, C++, C#, Javascript (NodeJS), HTML, GML
- **Familiar languages:** Lua, Scheme, Prolog, XAML, MIPS Assembly, Matlab, Viple
- **Software:** GitHub, Visual Studio, Visual Studio Code, Eclipse, CLion, IntelliJ, PyCharm, Matlab, Microsoft Office, DrRacket, Notepad++, Unity
- **Network protocols:** TCP, UDP, Windows .NET

Extracurricular Projects

VGDC Project: Color Phase Designer | *September 2018 - April 2019*

- Attended meetings to innovate on new gameplay for the project.
- Designed creative levels and puzzles for use in the project using Unity.
- Reviewed with team members to ensure quality of work.
- Used **GitHub** to push and pull updates across multiple branches.

Personal Projects

- Real time multiplayer game in Unity using **TCP/UDP** network Protocols programmed in **C#**.
- Game launcher that checks for version updates and downloads from a server using Windows **.NET**. the client was programmed in **C#** and **XAML**.
- Bot in chat program: Discord. Programmed with **Javascript (nodeJS)**. The bot is capable of reacting to user messages, displaying requested information, and playing music from Youtube links.
- Designed several games in Gamemaker with the **GML** language. Some using lighting systems while others using data structures to manage information.

Academic Projects

- Program that encrypted and decrypted text files using a caesar cipher in **Python**.
- Programmed artificial intelligence for a simulated vehicle in **Viple**.
- Published an **HTML** website that hosted other **HTML** and **Javascript** Projects.
- **C++** program that arranged movie seats in an optimal order using a genetic algorithm.
- Built a **Java** applet that allowed users to view and submit movie reviews