



**LÊ MINH
HUY**

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Nov 2022 - May 2023

Shader Motion Inc.

Co-Founder, Technical Director

- Led research and implementation of latest technologies to use in our systems
- Managed IT setup and networking
- Developed Unity YouTube tutorials

2011 - 2020

Bunnings

Team Member

- Help increase stock flow by 10% and reduce waste output
- Provided practical knowledge and assistance to customers on their DIY projects

2010 - 2011

Meta Marketing Systems

Small Business Marketing Specialist

- Self-employed
- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- Help clients implement effective marketing strategies to increase their bottom line

EDUCATION

2018-2020

Academy of Interactive Entertainment

Melbourne, Australia

- Advanced Diploma of Professional Game Development (Programming), Completed in the 2nd Year
- Successfully completed a Diploma of Digital and Interactive Games in 2018
- Studied physics, computer graphics, complex data systems, extended reality systems and professional production

LANGUAGES

ENGLISH ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

VIETNAMESE ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

JAPANESE ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

HOBBIES

GUITAR PROGRAMMING TENNIS

With over 3 years of experience developing games using Unity, I am passionate, enthusiastic, and committed to delivering great game experiences. I write clean, efficient, and extensible code. I integrate into the work team, contribute knowledge and create open communication to achieve common goals. I love game dev and pushing the envelope.



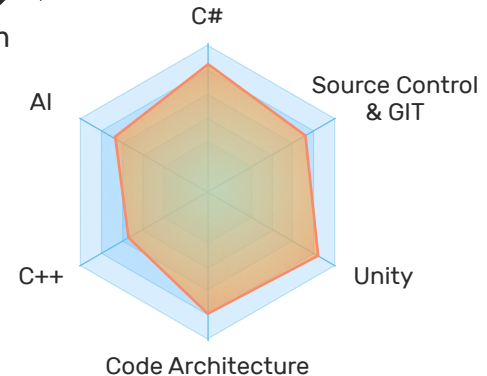
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linkedin.com/in/tnyle



EMPLOYMENT

Sep 2022 - Nov 2022

Unity Developer - GameJam LLC - Ho Chi Minh City, Vietnam - Onsite

- Perform general maintenance and bug fixes on mobile game apps
- Refactor old systems and build tools to migrate to improved system with increased performance and speed
- Internally test team built apps for quality assurance
- Participate and assist with various NFT events held by the company

Sep 2020 - Jun 2022

Unity Developer - r1st.github.io/walkietalkie - Wicked Fiction LLC - Remote

First person adventure game

- Designed, architect and implement all systems in the game from scratch
- Help market the game by being active on socials and posting progress video
- Help designer increase productivity by creating custom in editor tools
- Ensure technical documents are up to date

PROJECTS

May 2023 - Present

Unity Developer - Project: Audi - Ho Chi Minh City, Vietnam - Hybrid

- Innovative creative solutions and rapid prototyping
- Active in weekly team meetings and closely collaborate with the lead developer
- Utilize MVC and Dependency Injection frameworks for enhanced project efficiency

Aug 2022

Solo Unity Developer - Ball Tag - r1st.itch.io/ball-tag - 100+ hours

- Architected, designed, programmed project with emphasis on correct coding standards for ease of debugging, modularity and meeting SOLID principles
- Implement AI system on a fixed loop to improve game performance
- AR technology utilized to project game world onto the real world

March 2019 - Dec 2019

Lead Developer - StormRend: Realm in Ruin - r1st.github.io/stormrend - AIE Melbourne

- Architected, implemented entire codebase while keeping it clean and flexible
- Developed the AI system and behavior editor
- Assist designers by creating various tools such as custom Map Editor and Ability & Effects editor

COMPUTER SKILLS

I am proficient in using both Windows and Mac based systems, and as an all rounder I am familiar with many software genres including 3D graphics or CAD, 2D graphics, Audio processing programs, Video editing as well as Office Suite document editing software

PHOTOSHOP ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

BLENDER ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

AUTOCAD ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

AUDIO EDITING ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

VIDEO EDITING ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

OFFICE SUITE ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆