

KIEN LE

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SUMMARY | Software Engineer with 5 years of experience in Unity Engine, C/C++, C# and Java
Excellent communication skills and the ability to find innovative solutions

SKILLS & ABILITIES | **PROGRAMING LANGUAGES**
C/C++, C#, .NET Framework, Java, JavaScript, HTML5, XML, Python, MySQL, UML Programming

PROGRAMS
Unity Game Engine, Unity3D, Visual Studio, Eclipse, Autodesk 3ds Max, Zbrush, Visual Studio, Adobe Illustrator, Inkscape, Xcode, Android Studio

ANALYTICS TOOLS
Google Firebase, Google Analytics, Unity Analytics, iTunes Connect App Analytics, Facebook Analytics

EXPERIENCE | **SOFTWARE ENGINEER, VOODOO.IO** PARIS, FRANCE
OCTOBER 2017 - PRESENT

- Collaborated with Voodoo publishing, user acquisition and development team to improve multiple products performance to make a global hit game that reached top 1 on App Store and Google Play Store
- Redesigned the system using different Design Patterns using UML Programming for better coordinate actions
- Improved games' performance for both platform by increasing frame-rate with optimized graphic assets
- Added conversion tracking to further learn and improve in-game experience for users
- Implemented new game mode with re-engineered physics engine and different play-style for players
- Created a fully function advertisement system for monetization and increased revenue drastically
- Integrated external SDKs (Facebook Analytics, Google Firebase, GameAnalytics) to gather gameplay information send by players worldwide
- Analyzed the data using Unity Analytics and Google Firebase to further improve games' performance and players' experience
- Studied and developed games for Facebook Gameroom
- Researched and adapted games' environment to create a new AR version using ARCore

LEAD SOFTWARE ENGINEER, FOUR0S STUDIO CHICAGO, IL
APRIL 2016 - PRESENT

- Designed and developed new software from scratch using Unity3D Engine and Visual Studio
- Implemented an interactive UI system for better player experience
- Created and optimized in-game assets for better performance on various mobile devices
- Deployed and tested multiple products using different analytic tools
- Integrated different Ad-Network SDKs and ensured that the advertisement system not obstructed players' in-game experience
- Created and maintained server-client network to provide multiplayer experience for over 75000 players worldwide

WEB DEVELOPER, FOUR0S STUDIO CHICAGO, IL
MARCH 2016 - PRESENT

- Developed a dynamic and interactive website compatible in all platforms included mobile, tablet and desktop
- Flat design web's assets with Adobe Illustrator and Adobe Photoshop to bring a simple yet effective UI experience
- Managed users' data with Google Analytics, learned and understand how people interact with the site to further improve users' experience

EDUCATION | **DEPAUL UNIVERSITY - CHICAGO, IL** SEP 2016 - JUNE 2018
MASTER OF SCIENCE - GAME PROGRAMMING

KANSAS STATE UNIVERSITY - MANHATTAN, KS SEP 2012 - MAY 2016
BACHELOR OF SCIENCE - COMPUTER SCIENCE