

KIEN LE

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SUMMARY | Software Engineer with 5 years of experience in Unity Engine, C/C++, C# and Java

SKILLS & ABILITIES

PROGRAMING LANGUAGES

C/C++, C#, Java

PROGRAMS

Unity Game Engine, Visual Studio, Eclipse, Android Studio, Xcode, Git, Perforce

ANALYTICS TOOLS

Google Firebase, Game Analytics, Unity Analytics, Facebook Analytics

EXPERIENCE

SOFTWARE ENGINEER, APPLOVIN

SAN FRANCISCO, CA

AUG 2018 – PRESENT

- Worked with AppLovin marketing team to market the product on global scale
- Implemented new dynamic level system to increase users' retention
- Redesigned the coding structure using different design patterns to improve maintainability and gaming performance
- Analyzed the data using Game Analytics and Google Firebase to further improve games' performance and players' experience

SOFTWARE ENGINEER, FOUR0S GAMES

CHICAGO, IL

APRIL 2016 – PRESENT

- Designed and developed new video games from scratch using Unity and Visual Studio
- Implemented and playtest different gameplay mechanic to improved game quality
- Created and optimized in-game assets for better performance on various mobile devices
- Deployed and tested multiple products using different analytic tools
- Researched and adapted games' environment to create a new AR version using ARKit

SOFTWARE ENGINEER, VOODOO.IO

PARIS, FRANCE

OCTOBER 2017 – FEB 2018

- Collaborated with Voodoo publishing, user acquisition and development team to improve multiple products performance to make a global hit
- Created a fully function advertisement system for monetization and increased revenue
- Integrated external SDKs (Facebook Analytics, Google Firebase, Game Analytics) to gather gameplay information send by players worldwide

WEB DEVELOPER, FOUR0S GAMES

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