Donavan Le

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Summary

I'm a full-stack developer with experience in front-end web development using JavaScript/HTML/CSS and developing video games using C# and the Unity engine.

Experience

Technical Analyst July 2022 - Present

nConnect Group

- Analyse requirements from a wide array of clients and design and ship solutions through nConnect Group's proprietary web application, nPE Portal
- Build, style and deploy new widgets for nPE Portal using Angular, TypeScript, CSS and PostgreSQL.
- Maintain existing features and components at a regular cadence through monthly updates.
- Collaborate with clients and internal teams to integrate nPE Portal with new or existing Warehouse Management Systems.
- Deploy updates and provide technical support for clients post-launch.
- Create and update documentation for the nPE Portal and provide training to team members.

Education

Bachelor of Science in Games Development 2019 - 2022

University of Technology Sydney – GPA: 6.54 (Distinction)

Key Skills

- **Programming Languages:** Typescript, PostgreSQL, Java, C#, JavaScript/HTML/CSS
- **Frameworks:** Angular, Bootstrap
- **Tools and Platforms:** Visual Studio Code, DBeaver, Unity, GitHub Desktop, Trello, Unreal Engine, Adobe Premiere, Adobe Photoshop
- **Languages:** Fluent in English and Cantonese
- **Other:** Agile Methodology, Object-Oriented Programming

Projects

Deliveroids

🔗 https://pheaton.itch.io/deliveroids

A single-player arcade-style racing game developed by a team of 8.

- Designed and implemented the main user interface using C# and Unity's built-in UI system.
- Integrated music and sound effects from music collaborators using FMOD.
- Developed project over 10 weeks using Agile Methodology with fortnightly sprints and retrospectives.
- Created and managed user stories on Trello task board based on analysed user feedback.
- Created promotional material (project banner, game trailer) using Adobe Photoshop and Adobe Premiere.
- Showcased at the UTS FEIT Prototype Exhibition 2021.
- **Languages/tools:** C#, Unity, GitHub, FMOD, Trello, Adobe Photoshop, Adobe Premiere.

Personal Portfolio Website

🔗 https://github.com/EchoCordis/echocordis.github.io

Personal portfolio website built from scratch.

- Designed with responsive stylesheet (flexbox, media queries) for maximum device compatibility.
- **Languages/tools:** JavaScript, HTML/CSS.

Outside the Box

🔗 https://pheaton.itch.io/outside-the-box

A multiplayer tower defence game developed by a team of 5.

- Designed and implemented the main user interface using C# and Unity's built-in UI system.
- Developed project over 8 weeks using Agile Methodology with fortnightly sprints and retrospectives.
- Created and managed user stories on Trello task board based on analysed user feedback.
- Nominated for award at the UTS Games Showcase - Autumn 2021.
- **Languages/tools:** C#, Unity, GitHub, Trello.