Andy Bao Le
Gameplay Programmer

Freelance game developer with 5 years of experience in indie game development.

PROJECTS

MOTHER: Encore (Programmer – Director – Game Designer – Artist)

motherencore.com - NOV 2020 - PRESENT

- Used Godot 3, GDScript, JSON Files, YAML Files and Github.
- Used Aseprite for Art and Animation.
- Directed a team with over 50 developers who worked voluntarily.
- Implemented overworld player controls including running, swapping party leader, jumping, and overworld abilities.
- Worked on overworld enemy/npc AI, overworld obstacles, camera system, cutscene system, audio system, particle effects, battle background shader, and UI elements.

Hammy & Tammy in The Time Wheel (Game Designer – Programmer)

pkdotts.itch.io/hammy-and-tammy - AUG 2025

- Used Godot 4 and Github.
- Made in under 4 days in a team of 5 for a Game Jam.
- Implemented character movement, timewheel controls and time manipulation, animation programming and intro cutscene.
- Earned an average rank of 39 out of 9597 entries.

Sea Scrapper (Game Designer – Programmer – Artist)

pkdotts.itch.io/sea-scrapper - MAY 2025

- Worked independently using Godot 4 and Github.
- Implemented random enemy wave pattern, player controls and animation, bubble particles, UI, and more.

Tower of Cats (Programmer – Game Designer – Artist)

pkdotts.itch.io/tower-of-cats - JAN 2025 - MAY 2025

- Worked independently using Unity, C# and Unity Version Control.
- Used object oriented programming for platform types.
- Implemented tower tilting logic, cat controls and UI.

Fertillery (Programmer – Game Designer)

pkdotts.itch.io/fertillery - AUG 2024

- Used Godot 3 and Github.
- Implemented player movement, dashing, grabbing and throwing, level objects and HUD.

Skyshot (Programmer – Game Designer – Artist)

pkdotts.itch.io/skyshot - JAN 2021 - JAN 2022

- Worked independently using Construct 3.
- Implemented hookshot mechanic, respawning logic, and obstacles.
- Conducted rigorous playtesting for player feedback.

CONTACT

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SKILLS

Godot Engine – Unity – Construct 3

C# – GDScript – Java – JavaScript – .NET – Python – JSON – YAML – Github – Object Oriented Programming

Pixel Art – Animation – Directing – Scrum

EXPERIENCE

Sous-Chef – *Sushi Shop*

2021- 2024

Worked in a kitchen in a team, needing to finish orders quickly even during rush hours.

Busser – *La Nuit Shanghai*

MAY 2025 - AUG 2025

Worked in a large team during busy nights while independently focusing on my given tasks during the night.

LANGUAGES

English and French

EDUCATION

DEC in Computer Science and Technology – *Champlain College Saint Lambert*

2023 - PRESENT

SSD – *Antoine Brossard High School*

2018 - 2023