Nam Le

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PROFILE

Software Developer in Test with a First Class Honours degree in Games Design and Development and 6+ years of professional experience writing code in test automation and CI/CD. Passionate about games and systems programming with a strong foundation in engineering discipline — delivery pipelines, code quality, and collaborative development. Actively pursuing a transition into the games industry as a gameplay or systems programmer.

EDUCATION

Manchester Metropolitan University — Games Design and Development BSc, First Class Honours 2016 — 2018

- Solo development of a stereoscopic VR game in Unreal Engine 4 (Oculus Rift and motion controllers) — full development lifecycle from concept through delivery.
- Modules: Game Engine Architecture, Web Development, UX Design, Agile Project Management.

SKILLS

Languages: C#, Python, TypeScript, JavaScript, Java, Bash, SQL — actively learning C++

Game Development: Unreal Engine 4 — solo VR game development, game systems design and implementation

Engineering & Tooling: GitHub Actions, CircleCI, Docker, AWS — CI/CD pipeline design, containerised environments, delivery automation

Systems & Infrastructure: Unix/Linux, self-hosted service deployment, networking and storage management

Version Control: Git — branching strategies, code review, collaborative development workflows

ENGINEERING EXPERIENCE

Lavanda — Software Developer in Test June 2022 — July 2026

- Owned and migrated CI/CD infrastructure from CircleCI to GitHub Actions, demonstrating systems ownership and end-to-end delivery pipeline thinking.
- Contributed directly to production React / Next.js codebase, fixing frontend bugs and demonstrating capability beyond a single engineering discipline.
- Drove framework evaluation and tooling adoption across the engineering team, applying systematic technical decision making to real production systems.
- Worked with containerised environments using Docker including Dockerfile authoring for consistent execution across CI and local environments.

Vidsy — Test Engineer Sept 2021 — May 2022

- Extended and maintained delivery pipelines (CircleCI) and browser automation suites (TypeScript, WebdriverIO) in a fast-moving startup environment.
- Improved API test data generation for GraphQL and RPC integrations, reducing false signal in integration results.

Companies House — Automation Test Engineer Sept 2019 — Sept 2021

- Built automation suites across multiple government digital projects in Java (Selenium, Cucumber) with direct pipeline integration.
- Conducted systematic technical evaluation of multiple frameworks, building prototype implementations — demonstrating structured engineering decision making.

ADDITIONAL

- Deep passion for games across JRPGs, MMOs, rhythm games, and retro gaming — active FFXIV and Destiny 2 player with genuine enthusiasm for game systems design and player experience.
- Self-hosted homelab running containerised services via Docker — practical systems administration experience managing networking, storage, and service reliability.
- Open to relocation for the right games industry opportunity.