Calvin Le

Software Engineer · Adelaide, South Australia

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EXPERIENCE

Double Edge Games

Programmer · August 2024 – Present

Programmer at Double Edge Games, working on Relic Arena, a roguelike autobattler for PC and mobile built in Unity. TypeScript handles back-end gameplay processing and C# the visual front end and user interactivity.

Unity · C# · TypeScript · Game Development

Acacia Systems

Software Engineer · February 2023 – Present

Developed and maintained web applications using Vue 3 and TypeScript on the frontend and C++ on the backend. Led code reviews across both codebases and implemented unit and integration tests to support reliable deployments.

Vue.js · TypeScript · C++ · Testing

Double Edge Studios

Programmer · January 2022 – December 2023

Programmer at an independent Dota 2 mod studio, working on Ability Arena, which reached more than 300,000 users within four months of release. Collaborated with teammates on clean, efficient code and used player feedback to guide development priorities. Later worked on Relic Arena, the studio's roguelike autobattler for PC and mobile.

TypeScript · Git · Player feedback

Arcadia Redux

Programmer · December 2020 – December 2020

Joined an existing mod team and maintained game modes including 12v12 and Custom Hero Clash, and worked on Overthrow 3.0 in parallel with a studio role. Overthrow's implementation focused on Lua; the wider Arcadia work also used JavaScript and Git. The Overthrow collection served more than one million players.

Lua · JavaScript · Git

PROJECTS

Relic Arena — May 2026

Roguelike autobattler for PC and mobile, made at Double Edge. Unity, with TypeScript on back-end gameplay processing and C# on the visual front end.

Unity, C#, TypeScript, Roguelike Autobattler, PC & Mobile

Ability Arena — September 2022

A TypeScript autobattler developed at Double Edge Studios, with a playable public release. Reached more than 300,000 users within four months.

TypeScript, Game Development, Autobattler

Rock–Paper–Scissors — May 2022

PyTorch computer vision classifying hand gestures from live camera input, selected on the trade-off between accuracy and FLOPs rather than on peak accuracy, landing on a 0.24 GFLOP model fast enough for every frame.

Python, PyTorch, Computer Vision

Overthrow 3.0 — February 2022

A Lua combat game with a Steam Workshop release, part of an Arcadia Redux collection that served more than one million players.

Lua

2D RPG — October 2020

A turn-based C++ console RPG with procedurally generated maps, inheritance-based game entities, enemy AI, and an adjustable difficulty curve.

C++, Game Development, Procedural Generation

EDUCATION

University of Adelaide

2019 – 2022

Bachelor of Mathematical and Computer Sciences · Artificial Intelligence Major

TOOLKIT

Languages
C++ C# JavaScript Lua Python TypeScript

Frameworks & Interfaces
CSS HTML Vue

Tools & Platforms
CI/CD Docker Git Visual Studio Code

Ways of Working
Critical Thinking Effective Communication Teamwork Time Management