

Khiem Le

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EDUCATION

University of Massachusetts - Amherst

Amherst, MA

Bachelor of Science in Computer Science

Expected May 2025

Relevant coursework: Introduction to programming(Python), Data structure and Algorithm, Multivariate Calculus.

TECHNICAL SKILLS

Languages: Python, C/C++, C#, JavaScript, HTML/CSS, SQL/mysql

Frameworks: WordPress, MVC5, React, Node.js, Express, Socket.io

Developer Tools: VS Code, Visual Studio, PyCharm, Git

EXPERIENCE

ASEAN Tech

Hanoi, Vietnam

IT Department Intern

March – June 2022

- Coded a water quality measurements machine with 3 different parameters including Ph, turbidity, and total dissolved solids in water.
- Programmed on Raspberry Pi to collect and process 4 different data through sensors.
- Designed PCB electric circuit on Altium.

PROJECTS

Workout Tracker | *React, JSON, React Router, HTML, CSS, Javascript*

August 2022

- Developed an intuitive web user interface with React to present a responsive list of workout exercises with great details.
- Referenced React Router library to retrieve the information and filter exercises in completed, pending mode.
- Utilized JSON local server to store exercise information and added create, delete, update, and toggle features to enhance user experience.

Realtime Chat App | *React, Node, Express, HarperDB, Socket.io*

July 2022

- Built a web chat room with Socket.io to deliver real-time messages with little delay.
- Implemented on HarperDB server allowing up to 5 multiple users to join the chat room at the same time.
- Used Nodejs and Express to collect data, send, and save up to 100 old messages on the server.

Python Wordle | *Python*

May 2022

- Redesigned a Python gameplay on terminal based on Wordle that can highlight unused, potential letters.
- Added 6-letter words, extending the original mode of Wordle.
- Over 2000 5-letter words and 1000 6-letters are chosen randomly, reducing repeated games.

To-do-list App | *HTML, CSS, Javascript*

April 2022

- Deployed an app that help users to add, toggle and remove list of to-do tasks.
- Improved user interface through customizing app background color based on user's input.

Guessing Game | *Python*

April 2022

- Created an interactive games, prompting people to guess the mystery number within limited guesses.
- Used random and conditional functions to constantly update hints about the number.
- Expanded game mode with 5 different ranges that users can choose from with increasing difficulty

Book inventory tracker | *C++*

Sep 2021

- Led a team of 3 to finish the project with a 100% grade.
- Applied Object-Oriented programming design concept to perform tasks including buying, inserting, editing, and searching books in inventory.