Kenny Van Le

EDUCATION

Bachelor of Science in Computer Science

May 2021

Arizona State University, Tempe, Arizona

3.88 GPA

TECHNICAL SKILLS

Languages: C#, C++, C, Java, HTML, CSS, JavaScript, PostgreSQL, Swift, MIPS **Developer Tools:** Unity, Linux, Github, Taiga, .NET Framework, JUnit Testing

ACADEMIC PROJECTS

Augmented Reality Construction Simulation | C#, HoloLens2, Unity

May 2021

- Developed an augmented reality environment where users can build a realistic playground
- Programmed object ordering and drilling through voice commands

Zip Code Inquisitor Web Application | C#, .Net Framework

Nov 2020

- Created web application using restful and wsdl services where users enter a zip code to receive information on the weather, local population and time zone
- Created an admin, staff, and members page where only authorized users are allowed to enter
- Implemented an image verifier CAPTCHA when members self register to prevent DDoS attacks

Animal Crossing Database Management | HTML, CSS, Python, PostgreSQL, Flask

Nov 2020

- Designed a prototype of a web-application that utilizes a database filled with the Animal Crossing: New Horizons Game's furniture
- Utilized html for the front-end web application, PostgreSQL to manage the database and filter search results, and Python with Flask to connect the front-end to the database

Daily Tasks App | Swift

Dec 2019

- Developed a productivity iPhone app that utilizes Model View Controller design pattern
- Implemented core data to store task details and user images

OTHER PROJECTS

Aristry LLC Landing Webpage | HTML, CSS, JavaScript, Firebase

Jan 2021 - May 2021

- Built a landing page to promote the business and attract customers
- Implemented Firebase as a database and to make the page public

WORK EXPERIENCE

Freelance Shopify Webpage | HTML, CSS, JavaScript

Feb 2021 - May 2021

- Developed custom web pages within Shopify and modified Shopify's .liquid files
- Worked directly with happy clients to create and maintain their websites

iD Tech Camps: Summer Camp Instructor | Java, IntelliJ

June 2019 - July 2019

- Taught middle and elementary students how to modify Minecraft files using Java and IntelliJ
- Presented to crowds of parents and fostered an inviting environment to students