Steven Le

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Education

Stanford University | Stanford, CA
BS *Computer Science* **| GPA: 3.95/4.00**   **09/2021 – 06/2025**
- **Relevant Coursework:** Data Structures & Algorithms, Design & Analysis of Algorithms, Operating Systems, VR Development & Research, General Game Playing (GGP), Linear Algebra & Calculus.

Experience

Software Engineer Intern
Vizzario   **09/2022 – Present**
- Led the development of an **open-source, low-code developer tool** for the Stanford Human Perception Lab to automate Vizzario API calls, simplifying deployment from over 300+ lines of code to one function call.
- Integrated the **Unity Package SDK** with well-documented code in 5 enterprise applications.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, end-to-end testing.

XR Software Engineer Intern
Big River Steel   **06/2023 – 09/2023**
- Pioneered XR integration with **Hololens 2** in the steel industry, redefining data center infrastructure management through hardware-software synergy and driving $2.6 billion in annual revenue.
- Created AR-enhanced remote assist with VMWare APIs, boosting data center monitoring by 60%.
- Dynamized remote-assist (Image/Speech Recognition) by 80%, leveraging **Azure Cognitive Services**.

VR Developer & Research Intern
Stanford Human Perception Lab   **03/2022 – 06/2023**
- Developed a VR branching narrative game using **C#** in **Unity3D** to passively screen for ADHD by recording biometric data with the **HTC Vive Pro Eyes**, estimated to increase ADHD screening sensitivity by 10%.
- Showcased product and poster presentation to over 100 researchers at two separate conferences.

VR Developer & Research Assistant
Stanford Social Learning Lab   **01/2022 – 06/2022**
- Designed and developed VR experiments with **Python** and **iGibson**, doubling data collected per subject.
- Increased pilot participant studies by 65%, measuring how humans behave in embodied, interactive VR.

Projects

- **MindTutor:** Personalized self-learning app **(Flutter, Dart, Firebase)** powered by **ChatGPT** to reduce company onboarding time and expenses by over 50%. **(05/2023)**.
- **Mindscape VR:** Award-winning meditative and therapeutic VR experience at the Metaverse Creators Hackathon using OpenAI's **ChatGPT** and Meta's **Wit.AI (03/2023)**.
- **Cyber Orange:** News site **(HTML, CSS, Javascript)** that allowed journalists to inform 3000+ people during COVID-19. Mentored a new developer to continue updating the site **(03/2019 - 06/2022)**.

Leadership   *09/2021 – Present*

- **StanfordXR:** VP of Events. Spearheading Stanford's inaugural nationwide XR hackathon, "Immerse The Bay," managing 20+ sponsorships and forging key partnerships with XR industry leaders.
- **Teaching Assistant:** Teach 30+ students VR development skills (Unity, Immersion, Narrative) twice a week.
- **Resident Assistant:** Nurture an inclusive, safe community and support 50+ students' health and wellbeing.

Honors

- **Bill Gates Scholar:** Selected for outstanding leadership and academic record (0.8% acceptance rate).
- **QuestBridge Match Scholar:** Full-ride scholarship for low-income students (7.9% acceptance rate).

Skills

- Python | C# | C++ | C | Javascript | HTML | CSS | React | ThreeJS | Flutter | SwiftUI | Prompt Engineering.
- Unity | Blender | Unreal Engine | Git | CI/CD | UI/UX | OOP | Game Development | Research & Development.