

Steven Le

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Education

Stanford University | Stanford, CA

BS Computer Science | GPA: 4.0/4.0

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 Developer 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 and 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 the production of Stanford's first nationwide XR hackathon.
- **Vietnamese Student Association**: Culture Night Co-Chair. Mentor 5 interns to host a 2-hour cultural event.

Honors

- **Wu Tsai Human Performance Scholar**: One of 15 students conducting research in human performance.
- **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).
- **APIA Scholar**: One of 40 national student AAPI community leaders granted McDonald's/APIA Scholarship.

Skills

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