

Steven Le

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Education

Stanford University | Stanford, CA

MS, BS Computer Science (AI + HCI) | GPA: 3.95/4.00

09/2021 – 12/2025

- **Relevant Coursework:** Cross-Platform Mobile App Dev, Design for Play, NLP with Deep Learning.
- **Skills:** Python | C# | C++ | C | Swift | SwiftUI | ARKit | RealityKit | React | React Native | ThreeJS | Git | CI/CD
Unity | Blender | UI/UX | OOP | Prompt Engineering | Game Development | Research & Development.

Experience

Apple

AR/VR Software Engineer Intern

06/2024 – 09/2024

- Developed and designed prototype features on visionOS (**Swift, SwiftUI, ARKit, and RealityKit**).
- Worked extensively with **cross-functional partners** to maximize user experience.
- Refactored codebase to be more scalable for future development.

Vizzario

Software Engineer Intern

09/2022 – 06/2024

- Lead the development of an **open-source, low-code developer tool** for the Stanford Human Perception Lab to automate API calls, simplifying deployment from over 300+ lines of code to one function call.
- Develop and integrate 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.

Big River Steel

AR/VR Software Engineer Intern

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**.

Altmind

AR/VR Software Engineer Intern

06/2023 – 09/2023

- Developed a **personalized therapeutic** XR experience to facilitate diaphragmatic breathing, resulting in a 10.96% increase in tidal volume by designing a proprietary algorithm to adapt the game to user breathing.
- Engineered **cross-platform functionality** across all XR devices, including Apple Vision Pro and Meta Quest.

Stanford Human Perception Lab

AR/VR Developer & Research Intern

03/2022 – 06/2023

- Developed a non-intrusive VR mental health screening tool (**C#, Unity3D**), reducing self-reporting bias by 10%, by passively recording biometric data and embedding screening questions in a branching narrative.

Projects

- **TableTopsy Trivia:** International **visionOS** hackathon award-winning spatial AI trivia game (Swift, SwiftUI, ARKit, RealityKit, TabletopKit, Spatial Personas, SharePlay, ChatGPT API) (09/2024).
- **Chime:** Conversational AI language partner in your pocket (**iOS, watchOS**, ChatGPT, Whisper) (03/2024).
- **PulsAR:** **Apple Vision Pro** meditation app that collects the user's heart rate from their **Apple Watch** to provide real-time feedback. (Swift, SwiftUI, ARKit, RealityKit, Python, FastAPI, Heroku) (02/2024).
- **Dr. Trust:** Award-winning real-time collaborative **MR** medical diagnosis that connects doctors, patients, and family members to increase trust in the medical field. (Unity, Normcore, Bezi, Blender) (01/2024).

Leadership

04/2023 – Present

- **Stanford XR, VP of Events:** Spearheaded the inaugural "**Immerse The Bay**" XR hackathon, leading 30+ students. Assembled 200+ participants worldwide, garnered \$15k+ in prizes, and attracted 15+ sponsors.
- **Co-Lecturer:** Taught 20 students visionOS development and design skills (Xcode, Swift, SwiftUI, Bezi).