

# 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

VR Developer & Research Intern

Stanford Human Perception Lab

03/2022 – Present

- 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%.
- Implemented real-world selective-attention tasks in VR and interactable **UI/UX** with **Tobii eye tracking**.
- Showcased product and [poster](#) presentation to over 100 researchers at two separate conferences.

Software Engineer Intern

Vizzario

09/2022 – Present

- Led the design and development of an **open-source Unity Package** for the Stanford Human Perception Lab to automate Vizzario API calls, simplifying deployment from over 300+ lines of code to one function call.
- Integrated SDK with well-documented code in 5 enterprise applications, creating a tutorial for developers.
- Continuous Integration/Deployment Pipeline Integration, pull requests, code reviews, end-to-end testing.

VR Developer & Research Assistant

Stanford Social and Learning Lab

01/2022 – 06/2022

- Led the development of a new experiment to simulate a real-world psychology study in VR using **Python** and the object-centric simulation environment **iGibson**, doubling the amount of data collected per subject.
- Increased pilot participant studies by 65% and coded received data using **Datavyu** to measure how humans think and behave in embodied, interactive virtual reality.

## Projects

- **MindTutor:** Personalized self-learning app (**Flutter, Dart, Firebase**) powered by **ChatGPT** to reduce company onboarding time and expenses by over 50%. (05/2023).
- **Pen is Mightier:** Competitive multiplayer VR game where players mimic **DALL-E** images. Their drawings are refined by **Stable Diffusion** and judged by the **CLIP AI** model (04/2023).
- **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. Expand StanfordXR Hackathon to accommodate university students nationwide.
- **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 | Dart | Flutter | Firebase | CI/CD | Research & Development.
- Unity | XR Interaction Toolkit | Blender | Unreal Engine | UI/UX | OOP | API, SDK Dev | Game Development.
- Prompt Engineering | Git | Full Stack | Frontend | Backend | English, Vietnamese (Native) | French (Basic).