

Steven Le

Chantilly, VA | stevenhle23@gmail.com | 703-488-8146 | [LinkedIn](#) | [GitHub](#) | [Website](#)

EDUCATION

Georgia Institute of Technology

Atlanta, GA

Master of Science in Computer Science | Interactive Intelligence

August 2024 - May 2025

Bachelor of Science in Computer Science | Intelligence and Media

August 2020 - May 2024

- Courses: Data Structures & Algorithms, Machine Learning, Deep Learning, Computer Vision, Natural Language

WORK EXPERIENCE

Lockheed Martin

Manassas, VA

Machine Learning Engineer

July 2025 - Present

- Saved ~\$50,000 in refactoring costs by replacing legacy signal-processing codebases with Deep Learning models
- Released improved versions of a pretrained foundation model used by 10+ different customers teams, speeding up model fine-tuning and evaluation by up to 200% via implementing Low-Rank Adaptation (LoRA) in PyTorch
- Set up a CI/CD pipeline with Gitlab to evaluate and deploy improved model versions

Georgia Tech School of Interactive Computing

Atlanta, GA

Graduate Teaching Assistant - Human-Computer Interaction

January 2025 - May 2025

- Personally mentored 19 students through a user-centered design project, utilizing tools like Figma to prototype student productivity tools with an emphasis on usability testing

Lockheed Martin

Manassas, VA

Software Engineer Intern - AI/ML

June 2024 - August 2024

- Trained Vision Transformer models with PyTorch and MongoDB to detect sonar detection anomalies, achieving up to an 80% accuracy and reducing operator workload by up to 75%
- Developed a chatbot web application that leverages LLMs with a Retrieval Augmented Generation (RAG) pipeline to aid wildfire relief, utilizing Python, React.js, REST APIs, and AWS S3
- Used Docker/Kubernetes to maintain environments and perform distributed training of self-supervised models

Lockheed Martin

Manassas, VA

Software Engineer Intern

May 2023 - August 2023

- Assisted development of a desktop application for configuring sensor arrays, utilizing Java and Spring Boot
- Migrated desktop UI for sensor node monitoring into a web application using Angular, TypeScript, and CSS
- Leveraged Git, Gradle, and Jenkins for version control, unit testing, and continuous integration

Data Machines

Ashburn, VA

Software Engineer Intern

May 2022 - August 2022

- Worked on ACE (Analytics Container Environment), an open source tool to host containerized video analytics
- Containerized an OpenCV crowd analysis tool into an ACE microservice with Docker, Python, and Bash scripts

PROJECTS AND RESEARCH

Electronic Artrium - Georgia Tech Vertically Integrated Projects

Atlanta, GA

Software Team Co-Lead

August 2022 - December 2023

- Spearheaded development of Computer Vision solutions with Google MediaPipe, Python and Unity to support an interactive art exhibit that was presented to Georgia Tech students and faculty
- Created a PostgreSQL database to handle and analyze user data for iterative exhibit design improvements

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript, C#, HTML/CSS, Bash

Frameworks/Tools: PyTorch, TensorFlow, Git, Docker, Kubernetes, React, Angular, AWS, MongoDB, SQL, Jenkins