Steven Le

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EDUCATION

Georgia Institute of Technology **Atlanta, GA**

Master of Science in Computer Science | Interactive Intelligence | GPA: 3.85 *August 2024 - May 2025*

Bachelor of Science in Computer Science | Intelligence and Media | GPA: 3.97 *August 2020 - May 2024*

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

EXPERIENCE

Lockheed Martin **Manassas, VA**

Machine Learning Engineer *July 2025 - Present*

- Built an MCP (Model Context Protocol) Server with tools that allow LLM Agents to create customer-compliant reports from raw sensor data, automating and shortening reporting times from hours to minutes
- Helped deploy productionized LLM agents to customers on edge devices using Kubernetes and K3s
- Saved ~$100,000 in software refactoring/maintenance costs and increased inference speed by 900% by replacing legacy algorithms with Deep Learning models, enabling parallel inference with NVIDIA Triton and TensorRT
- Accelerated pretrained model fine-tuning by 200% and reduced model memory requirements by 65% via implementing Low-Rank Adaptation (LoRA) in PyTorch
- Led large-scale refactoring of experimental code into a modular evaluation framework, streamlining researcher experimentation and achieving a 98% coverage on unit and integration tests

Lockheed Martin **Manassas, VA**

Software Engineer Intern - AI/ML *June 2024 - August 2024*

- Reduced sonar operator workload by 75% and model false alerts by 60% with self-supervised Vision Transformers trained with PyTorch, Kubeflow, and MongoDB to handle big-data pipelines
- Developed a data retrieval chatbot for firefighting that leverages LLMs with Retrieval Augmented Generation (RAG) on wildfire records, utilizing Flask, React.js, and AWS S3
- Helped integrate Hopper GPU support into data processing pipelines, speeding up FFT computations by 200%

Lockheed Martin **Manassas, VA**

Software Engineer Intern *May 2023 - August 2023*

- Developed a dashboard for visualizing sensor array configurations with JavaFX and Spring Boot
- Reduced screen load times by 50% through optimization of JavaFX Scene Graphs and node caching

Data Machines **Ashburn, VA**

Software Engineer Intern *May 2022 - August 2022*

- Contributed to the Analytics Container Environment (ACE) for NIST, developing APIs with Flask and gRPC to decode streams and send frames to containerized video analytics
- Deployed a YOLO and OpenCV crowd analysis tool to ACE as a containerized microservice with Docker

PROJECTS

Electronic Artrium - Georgia Tech Vertically Integrated Projects **Atlanta, GA**

Software Team Co-Lead *August 2022 - December 2023*

- Spearheaded development of Computer Vision systems with Google MediaPipe, Python and Unity to support an interactive art exhibit that was experienced by over 200 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

Frameworks/Tools: PyTorch, TensorFlow, Git, Docker, Kubernetes, React, Spring Boot, SQL, MongoDB, AWS, gRPC