Steven Le

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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, Computer Systems & Networking, Machine Learning, Natural Language

WORK EXPERIENCE

Lockheed Martin   **Manassas, VA**

Machine Learning Engineer   *July 2025 - Present*

- Saved ~$100,000 in refactoring/maintenance costs by replacing legacy codebases with Deep Learning models
- Released improved versions of a foundation model used by 10+ different customer 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 to evaluate and deploy new model versions using GitLab, Docker, and Kubernetes

Georgia Tech School of Interactive Computing   **Atlanta, GA**

Graduate Teaching Assistant - Human-Computer Interaction   *January 2025 - May 2025*

- Mentored 20 students through a user-centered design project with an emphasis on Usability Testing and SDLC

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 85% accuracy and reducing operator workload by up to 75%
- Helped integrate H100 GPU support into training infrastructure, speeding up training/inference times by 200%
- Developed a chatbot web application that leverages LLMs with a Retrieval Augmented Generation (RAG) pipeline to aid wildfire relief, utilizing Python, React.js, RESTful APIs, and AWS S3
- Used Docker/Kubernetes to manage microservices and perform distributed training of ML 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, code reviews, 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

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: Linux, PyTorch, TensorFlow, Git, Docker, Kubernetes, React, Angular, AWS, MongoDB, SQL