

Steven Le

Fourth year Computer Science student and Graduate program candidate specializing in Machine Learning, Computer Vision, and Interactive Media. I want to eventually work in research involving Computer Vision and contribute to the cutting edge of the field. Currently seeking a summer 2024 internship for Machine Learning or Software Development

[Github](#)
[Website](#)
[LinkedIn](#)

EDUCATION

Georgia Institute of Technology - Atlanta, GA

2020-2024

GPA: 3.96

B.S. Computer Science - Intelligence/Media threads.

M.S. Computer Science Candidate - Computational Perception and Robotics

Relevant Coursework: Artificial Intelligence, Machine Learning, Deep Learning, Computer Vision, Natural Language Processing, Automata and Complexity, Data Structures & Algorithms, Information Visualization, Computer Graphics, Video Game Design, Computer Audio, Perception & Robotics, Computer Organization & Programming, Data Structures and Algorithms
Programming Languages: Java, Python, C++, C, HTML/CSS, JavaScript

WORK EXPERIENCE

Software Development Intern - Lockheed Martin - Manassas, VA

2023

Skills learned:
JIRA, Gerrit

Signal Processing/Networking focused internship. Worked in the Rotary and Missions Systems area, developing applications for surveillance systems using Java, Python and C++. Worked in a senior development team using an AGILE software development cycle

Software Development Intern - Data Machines Corp - Ashburn, VA

2022

Skills learned:
Docker,
Pytorch,
OpenCV

Computer Vision/Video Analytics focused internship. Integrated YOLO Darknet and DeepSORT analytics into the Analytics Container Environment (ACE) framework for NIST. Modified analytics using OpenCV and Darknet APIs along with Docker to process raw videos for the ACE server.
<https://github.com/Stevenlecs/ACE-crowd-analysis>

PROJECTS/RESEARCH

Electronic ARTrium - Georgia Tech VIP - Multimedia Computer Vision/Electric Engineering/Art Project

2022-2023

Skills learned:
MediaPipe,

Developed Pose Detection solutions for Electronic ARTrium, an immersive electronic art exhibit using OpenCV, and Google MediaPipe. Presented work as a physical exhibit at Georgia Tech
<https://www.youtube.com/watch?v=5bcnNZb77v8>

Lung Cancer Prediction - TensorFlow Machine Learning Project

2022

Skills learned:
TensorFlow,
Jupyter
Notebook

Compared four different regression models on a Lung Cancer dataset to predetermine risk of lung cancer based on various predispositions.

<https://cruisergt.github.io/ml-lung-cancer/>

Lunacia - Georgia Tech VGDev - Unity Game Development

2020

<https://www.gtvgdev.com/games-archive/lunacia>