

Steven Le

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Master of Science in Computer Science | Interactive Intelligence

Expected Graduation: May 2025

Bachelor of Science in Computer Science | Intelligence and Media

Graduated: May 2024

- **Courses:** Data Structures and Algorithms, Object-Oriented Programming, Grad Algorithms, Machine Learning

WORK EXPERIENCE

Georgia Tech School of Interactive Computing

Atlanta, GA

Graduate Teaching Assistant - Human-Computer Interaction

January 2025 - Present

- Personally managed 20 students in a user research project, utilizing design tools like Figma as well as web development technologies/frameworks like HTMLS/CSS and React.js to prototype productivity tools for students

Lockheed Martin

Manassas, VA

Software Engineer Intern - AI/ML

June 2024 - August 2024

- Implemented Computer Vision models with Python and PyTorch to detect abnormal frequencies in spectrograms, decreasing operator workload by up to 75%
- Leveraged sensor data stored in a MongoDB database to train various Vision Transformer Models, cutting computation costs over baseline models by 30% and achieving up to an 80% validation accuracy
- Deployed and scaled Machine Learning models with Docker and Kubernetes, fine-tuning with on-site data
- Developed a chatbot web application with Flask and React.js that retrieves data from an AWS S3 bucket to make requests to a REST API that utilizes Retrieval Augmented Generation (RAG)

Lockheed Martin

Manassas, VA

Software Engineer Intern

May 2023 - August 2023

- Worked in an Agile environment and helped develop an application to configure and read from sensor arrays
- Reduced time to code sensor node related tasks by 20% with C++ and Python configuration files
- Shipped front-end support and designed icons for three sensor nodes using TypeScript, Angular, and CSS

Data Machines

Ashburn, VA

Software Engineer Intern

May 2022 - August 2022

- Worked on NIST-ACE (Analytics Container Environment) an open-source video analytics containerization tool
- Containerized and integrated an OpenCV crowd analysis tool into ACE with Docker, Python, and Bash scripting

PROJECTS AND RESEARCH

Georgia Tech Robotics Perception and Learning Lab

Atlanta, GA

Research Assistant

May 2024 - August 2024

- Experimented with various Large Language Models and evaluated their end-to-end performance on web tasks

Electronic Artrium - Georgia Tech Vertically Integrated Projects

Atlanta, GA

Software Team Lead

August 2022 - December 2023

- Spearheaded a team to detect user movements using Google MediaPipe pose detection to support a motion-controlled visual art exhibit, which was open to the Georgia Tech community: [video link](#)
- Wrote Python and C# code to send UDP packets to other computers and control Unity environments
- Created a MySQL database to store and analyze user data and behaviors within each section of the exhibit

TECHNICAL SKILLS

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

Technologies: Git, Docker, Kubernetes, React, Node, Angular, AWS, MongoDB, SQL, Jenkins, PyTorch, TensorFlow