THOMAS LE

763-291-6458 | tommyle135404@gmail.com | LinkedIn | GitHub | tommyle.netlify.app

EDUCATION

University of Minnesota Twin Cities - 3.74 GPA   September 2022 - May 2025
Bachelor of Science in Computer Science
Coursework: Software Engineering I, Practice of Database Systems, Data Structures and Algorithms,
Program Design and Development, Introduction to Artificial Intelligence
Extracurricular Clubs: Social Coding, AI Club, Vietnamese Students Association of Minnesota

EXPERIENCE

Hennepin County   Minneapolis, MN
IT Engineering Intern   April 2024 - Present
- Implemented database alert script by using **Python, Oracle Database API,** and **SQL,** reducing issue resolution time by **30%** through automated monitoring and alert generation
- Designed a Nagios script using Python for real-time tracking of the status of **40+** web servers, application servers, process, schedulers, and domains, improving system reliability by **20%** and reducing issue resolution time by **35%**

Soke BBQ and Hotpot   Brooklyn Park, MN
Server   May 2023 - June 2024
- Interviewed on **FOX 9 NEWS**.
- Achieved **multiple 5-star customer service reviews** on Google.

PROJECTS

FF Bot | *Python, Git*
- Developed a discord bot using **Discord API**, **Riot Games API, and OpenAI API** that tracks users game history and trash talks them based on their performance

HTTP Server | *C, Docker, Git*
- Implemented a simple HTTP server in C capable of handling client requests by setting up and managing **TCP sockets**, parsing HTTP requests, and generating responses for files stored locally
- Designed and built a **multi-threaded server** using a thread pool to handle concurrent client sessions, ensuring high efficiency and scalability

AI Drawing Classifier | *Python, Numpy, SciKit Learn, Tkinter*
- Developed a custom drawing classifier in Python using machine learning algorithms (SVC, KNN, etc....) to classify user drawings
- Implemented model training, saving, and loading functionality, ensuring efficient workflow by enabling users to reload trained models without retraining

Algorithm Visualizer | *React, Javascript, HTML/CSS, Git*
- Built an interactive tool visualizing sorting (Bubble, Merge, Quick, Heap) and pathfinding (A*, Dijkstra's, BFS) algorithms
- Provided real-time feedback for step-by-step execution and performance comparison

Drone Delivery Simulation | *C++, Docker, Jira, Doxygen*
- Collaborated with a team to create a simulation model of a delivery service utilizing drones over UMN-TC campus
- Implemented two new features while adhering to SOLID design principles and making use of design patterns
- Used Jira to assign tasks and organize work in a modified SCRUM environment

SKILLS

Languages: Python, Java, C/C++, HTML/CSS, Javascript, SQL, UML
Technologies: React, NumPy, Scikit-learn
Developer Tools: Git, Docker, VSCode, IntelliJ