

# THOMAS LE

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## EDUCATION

**University of Minnesota Twin Cities** - *Bachelor of Science in Computer Science*

3.74 GPA

Minneapolis, MN

September 2022 - June 2025

**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, Github*

- Developed a discord bot using **Discord API** as well as **Riot Games API** in order to provide humorous commentary over a users game performance

**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, Github*

- 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
- Collaborated on GitHub for version control, code reviews, and feature integration

**Drone Delivery Simulation** | *C++, Docker, Github, 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 design principles and making use of design patterns
- Interpreted multiple UML diagrams for numerous components within system
- Utilized Jira to assign tasks and 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