TUNG LE

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EDUCATION

University of Massachusetts Amherst <div align="right">Expected Winter 2026</div>
Bachelor of Science in Computer Science <div align="right">GPA: N/A</div>
Coursework: *OOP (Data structure, Algorithm), Calculus II, Linear Algebra, *Game Programming (*lecture only).*
Activities: NASA Space Apps, CICSOFT, Recreational Math, ACM Machine Learning, HackUMass XI, Hackher413.

EXPERIENCE

Software Developer <div align="right">Aug 2023 - Present</div>
BUILD UMass

- Worked closely with 3000 lines in codebase, resolve team merge conflicts, translate client's objectives into product.
- Built and debugged Serialization System for saving. Optimized loading time by 9%. Analyzed file formats & common data types to design data structure for safely encoded/decoded from disk via JSON or Scriptable Object.

Graphic Designer <div align="right">May - June 2021</div>
Autonomous Inc

- Created motion designs, banners, advertisements, identites using Photoshop & Illustrator for 20+ blog entries.
- Adapted to real-world operations between technical and graphical teams. Coordinated with team members.

PROJECTS

AI Augmented Lab Assistance <div align="right">Link</div>
Educational AR Lab equipped with Multi-Users, Real-time assistance, Tools Recognition.

- Data annotation on 300 utterances + 20 entities for prototype AI model training, utilizing Azure-Cognitive-Language-Understanding to input natural language for User-Intent Prediction.
- Increased AI model F1 accuracy 52% to 73% through multiple training and evaluation cycles using new labeled data and parameter tuning, reducing Overfitting and improving model Generalization.
- Implemented smart search for Implicitly-Described Intents by integrating a SQL database.

Terraforming Simulation <div align="right">Link</div>
NASA Space App Challenge 23. Win $10.000 of NASA Boston AWS Award.

- Lead team, version control on Github by optimized push and code review to reduce 32% merge conflicts, programmed 3D systems and custom data editor for database input, avoided premature optimization.
- Presented our project virtually, got awarded $10,000 in AWS credit by a panel of industry-leading experts from NASA, Harvard, Silicon Valley startups.

Blimp - Android App <div align="right">Link</div>
Published on Google Play. Currently on Beta (Open) Testing.

- Wrote scalable code using MVC pattern, achieving loose coupling, reducing component-dependency & code duplication in codebase. Minimized checks and draw calls using events system in Observer Pattern, faster 28 FPS compared to unnecessary property checks in game-loop.
- Implemented Singleton, State Machine, Factory patterns in architecture. Programmed state machines for key in-game systems to modularize over 4000 lines of code.

ECS Engine <div align="right">Link</div>
Basic game engine as a project after finishing self-learned course COMP 4300 by Professor David Churchill.

- Prototyped 2D game engine from the bottom using C++ and SFML. Achieved comprehensive understanding of game engine internals, optimizing main loop structure and tick rates, implemented Entity-Component-System (ECS) architecture, data-oriented designs for scalable, reusable game development.

TECHNICAL SKILLS

Programming: C#, **Java**, **Python**, **C++**, JavaScript, Typescript, React/Native, MERN Stack, HTML, CSS.
Tools: SQL, Unity, Azure, Blazor, Git, OpenGL, AWS, Firebase, PyTorch, TensorFlow, Blender, Docker, Adobe Suite.
Personal Website: https://tungle.tech