

Stephen Le

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EDUCATION University of Colorado Boulder, Boulder CO

Graduation Date: May 2027

Bachelor of Science in Computer Science

Relevant Coursework: Object Oriented Programming, Data Structures, Computer Systems, Discrete Math, Linear Algebra, Data Algorithms

SKILLS AND APPLICATIONS: Java, JavaScript, Python, C++, C#, C, HTML, CSS, Assembly, Lua, GitHub, VScode, Azure DevOps

EXPERIENCE

M Vince Nail Spa Manager | Denver, Colorado

Aug 2022 – Aug 2024

- Managed front desk operations, including scheduling appointments, handling calls and greeting our client base and **200+** clients daily to ensure a welcoming atmosphere.
- Oversaw employee scheduling and coordination to optimize workflow and maintain high-quality service standards.
- Designed and developed website for easy online booking along with designs of our pedicure menus.
- Provided bartending services, preparing beverages directly to clients to enhance the client experience.

Volunteer | Denver, Colorado | Morrow, Georgia

Aug 2020 – May 2023

- Committed volunteer with experience in food packing, clothing donations, support in schools, elderly homes, and religious grounds, including Churches and Temples.
 - Skilled in organizing and managing resources for low-income populations.
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PROJECTS

CandyLand Game C++ Project

Oct 2023

- Designed and implemented a fully functional board game using C++, GitHub, and Visual Studio Code. Created a visual board that dynamically displayed players' progress & health along with an integrated random event system alongside challenges that affects position & currency to enhance gameplay experiences. Included a shop system to purchase abilities. Utilized classes, function calls, and included error-handling mechanisms.

Restaurant Reviews C++ Application

July 2024

- Developed a dynamic, terminal-based restaurant review system which leveraged data structures, including **hash maps, linked lists, priority queues, and stacks**. Engineered an optimized review processing pipeline where reviews were time-ordered and efficiently indexed using hash maps for rapid retrieval, ensuring a fast sorting, searching, and storage while maintaining scalability and efficiency.

Sorting Algorithm Visualizer

July 2024

- Developed a dynamic, terminal-based restaurant review system which leveraged data structures, including hash maps, linked lists, priority queues, and stacks. Engineered an optimized review processing pipeline where reviews

Blackjack Card C++ Game

July 2025

LEADERSHIP & Extracurriculars

SASE Intern

Aug 2023 – Present

Esports Club President

Aug 2022 – May 2023

- Founded and led a League of Legends team establishing a structured competitive program, coordinated with school administration to secure funding, equipment, and tournament opportunities.
- Recruited, coached, and managed a team that successfully qualified for the **State Championship** on PlayVS.

Vex Robotics Club Vice-President

Aug 2021 – May 2023

- Designed, built, and programmed robots to compete in VEX Robotics competitions, ensuring functionality and efficiency in match play.
- Collaborated with teammates to troubleshoot mechanical and coding challenges, refining robot performance.
- Competed against schools at various levels, ultimately qualifying for the **State Championship** and advancing to the final tournament at Fairmont State University in West Virginia.