An Viet Le

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EDUCATION

School: University of California, Irvine **Major:** Computer Science, pursuing Bachelors

GPA: 4.0

ABILITIES AND SKILLS

Programming Languages: C, C++, Java, Python, SQL

Assembly Language: X86, MIPS

Concepts: Data structures, algorithms, information retrieval, web development, quality assurance testing, software development models (Agile, Spiral, V-Model), Network protocols (IP, HTTP, HTTPS, TCP)

Soft Skills: Leadership, Effective Communication, Teamwork, Adaptability, Analytical

WORK EXPERIENCE

SAT Tutor: Self-employed | Los Angeles, CA | January 2020 - March 2020

- Instructed 5 students using diverse methods to get through the math and reading portion of the SAT
- Prepared assignments that helped students memorize and master grammatical concepts
- Make notes of common mistakes students make and prepare specialized quizzes on such concepts

Senior Citizen Caregiver: Self-employed | Stanton, CA | February 2019 - December 2019

- Stayed with the 4 elderlies at their homes to monitor their health and react to any emergency
- Collaborated with clients on preferred meals and coordinated desired meal times
- Helped clients manage their medications and take them at the appropriate times

PROJECTS

ICS Search Engine | November 2022

- Wrote a Web search engine from the ground up that is capable of handling tens of thousands of Web pages, under harsh operational constraints and having a query response time under 300ms
- Utilized: Python on Eclipse

To Do List Application | September 2022

- Created a To-Do-List program with a friendly UI that allows users to add tasks they need to do, cross them off as they complete them, and store information about the tasks
- Utilized: Java on Eclipse

Multithreaded Online Cloud Storage Application | May 2022

- Created a multithreaded server program that simulates an online cloud storage application that allows users download and upload files from and to the storage
- Utilized: C on Visual Studio Code

Arduino Quadcopter Drone | August 2021

- Co-led a group in developing a quadcopter
- Implemented movement for the quadcopter using feedback control to tune movement
- Utilized: C++ on Arduino IDE