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| **ANH ‘ANDY’ LE**  UB#5883 408 S. Locust Street, Greencastle, IN, 46135  <https://github.com/andytle> | [anhle\_2022@depauw.edu](mailto:anhle_2022@depauw.edu) | (765)-719-3539 | |
| **EDUCATION & SKILLS** | |
| **DePauw University** *–* Major in Computer Science, Overall GPA 4.0   * **Honors:** Dean’s List, DePauw’s Merit Scholarship for four academic years. * **Relevant Coursework:** Data Structures, Algorithms, Computer Systems, Artificial Intelligence, Database and File Systems, Computational Discrete Math, Foundations of Advanced Math * **Programming Skills:** (Advanced) Java, C++, Python, bash. (Intermediate) SQL, Ruby, Ruby on Rails, JavaScript. Experienced with Linux/Unix environments and git. | Greencastle, IN  BA expected in 2022 |
| **WORK EXPERIENCE** | |
| **Software Developer, Coc Coc Ltd – Largest Vietnamese search engine** *(Jetty, MariaDB, RESTful API)*   * Independently maintained Query Parser, a service that retrieved information from 100% of search engine's request in order to feed searcher. The service handles tokenizing, correcting misprints, extracting connotation and context, generating related information. * Developed vertical search service, also known as OneBox, for dictionary, textbook homework, and Vietnamese spellchecking. Indexed crawled data and designed triggers from queries with Y precision. * Created quiz service that supported handling over 60 requests per second, safely reading and writing into database concurrently. Integrated service during students' finals which brought X new users. | Hanoi, Vietnam  September 2020-  present |
| **Software Development Intern, DePauw Computer Science Department** *(PyTorch, Coq, Gallina, TreeLSTM)*   * Designed and implemented an Interactive Theorem Prover that helps users create mathematical proofs and program verifications. Integrated the interactive features with selection of proof “tactics,” i.e. strategies for combining known facts to progress towards a proof goal. * Worked on a four-person team to use machine learning and natural language processing (NLP) to help people predict useful tactics. Translated proof data into tree structures to fit into a TreeLSTM, a type of recurrent neural network (RNN) underlying our NLP model. | Greencastle, IN  Summer 2019 |
| **Web Development Intern, DePauw Information Technology Associates Program** *(Vue.js, Maven)*   * Developed a website that consolidates previously scattered computer science learning materials. Organized data into a database and hosted videos to facilitate learning. * Led a front-end team of four students to create video lessons, coding challenges, and interactive quizzes. Coordinated with the back-end team to ensure smooth integration. Managed project and code review with Github ([source code](https://github.com/andytle/DePauw-Learning)). | Greencastle, IN  Fall 2019-  Summer 2020 |
| **Teaching Assistant and Mentor, TechKids – Coding School for Youth** *(GameMaker Studio)*   * Coached a team of four middle school students *in* *Code for Vietnam 2017 and 2018,* a three-day Hackathon with 30 participants competitively selected from across the country. Won *Leadership Award* for successfully leading discussions, generating ideas, and driving consensus. * Mentored students in applied math, physics, graphics, sound effects and object-oriented software development to build “Knights vs. Monsters,” a story-driven platform role-playing game.Won 1st prize for best sound effects, graphics, and gameplay (press coverage [here](http://www.techz.vn/dung-chi-choi-game-hay-tao-ra-chung-ylt55976.html)). | Hanoi, Vietnam  Summer 2017-Summer 2018 |
| **PROJECTS** | |
| **Data Science Club, DePauw University –** *Member (PyTorch, Pandas, OpenCV, NumPy, Matplotlib)*   * First place in the Saint Mary’s Hackathon with a Convolutional Neural Network (CNN) in PyTorch to classify 14,000 images of mathematical symbols with over 80% accuracy. * Led a three-person team representing DePauw in the International Collegiate Programming Contest. Ranked top 50 in the East Central North America Regional. | Greencastle, IN  Fall 2018 – present |
| **DePauw Rate My Professor Quick Search Chrome Extension** *(Python, jQuery, JavaScript)*   * Scraped the rating and information of DePauw professors from Rate My Professor using Python. * Created a Chrome Extension using JavaScript to show professors’ information upon hovering their names on the school’s courses website (published on [Chrome Web Store](https://chrome.google.com/webstore/detail/depauw-university-rate-my/paaohihajiloonkfjmadnkjonjlhdaac/related?authuser=1) and [GitHub](https://github.com/andytle/rmp-chromeextension)). | Greencastle, IN  Winter 2018 |
| **Software Rasterizer** *(C++, PixMap)*   * Implemented rasterizing techniques in C++, recreating the OpenGL library from scratch to display 2D and 3D vector graphics onto a computer display (source code on [GitHub](https://github.com/andytle/cpp-rasterization)). | Greencastle, IN  Fall 2019 |

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| **HOBBIES** | |
| **Languages:** Vietnamese, English (fluent); Japanese, Korean, and Chinese (conversational).  **Interests:** Top 0.2% of the world in osu! – Rhythm-based game with 10+ million players.  Top 1500 players in Hearthstone – Strategy card game with 100+ million players. |