



Hao Le

San Diego, CA | (310) 480-0992

anhhao135@gmail.com

[anhhao135](#) | [anhhao135](#)

[haole.art](#)

SUMMARY

Electrical engineering undergraduate with over three years of machine shop manufacturing and mechatronics design experience. Also capable of tackling programming-heavy projects. Competent in disseminating information concisely in writing and speech. Practices fine art, guitar, aquascaping, gardening, and hiking as pastimes.

EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO

2018 - 2023 (Expected)

B.S. IN ELECTRICAL ENGINEERING, GPA: 3.9 AS OF 2021

- Concentrating on machine learning and controls. Minor in studio arts.

EXPERIENCE

VIDEO PROCESSING LAB UCSD

Since early 2020

STUDENT RESEARCHER

- Specializing in a Unity3D synthetic platform for autonomous driving data generation and algorithm benchmarking.
- Produced large, diverse datasets tailored for robust object detection.
- Collaborated with feature matching researchers by generating synthetic point-cloud data and pose ground truth.
- Presented work at seminars and symposiums.

ROBOTICS AND MECHANISMS LABORATORY UCLA

Summer 2017, 2019

INTERNING RESEARCHER

- Worked under a doctoral student to develop a novel compliant robotic actuator design that is compact yet can deliver up to 150 Nm and 15 degrees of deflection
- Designed in Solidworks and manufactured prototype parts using CNC and wire EDM; experimented using system ID, frequency sweep, and LabVIEW data collection.
- Aided in writing and editing paper using LaTeX to be submitted to IROS 2020.
- Prototyped a novel torque coupler design capable of selecting multiple paths of power transmission.

IEEE PROJECT DRIVE UCSD

Fall 2019 - Spring 2020

PROJECT MECHATRONICS HEAD

- Part of tenth-scale RC car racing competition team responsible for mechanical and embedded systems.
- 3D printed customized mounts for hardware and fabricated chassis out of metal.
- Programmed NVIDIA Jetson running ROS to perform SLAM using RGB-D and LiDAR data.

IEEE QUARTERLY PROJECTS UCSD (THEME: HOME AUTOMATION)

Spring 2019

PROJECT HEAD

- Led a team of three to create the Modular Watering System capable of caring up to eight plants with a central watering arm.
- Soldered extensively to protoboards; manufactured with 3D printer and lasercutter; programmed using Arduino C and Blynk platform to monitor parameters of plants.
- Exhibited prototype and documentation at symposium; won **first place** overall.

SKILLS

PROGRAMMING LANGUAGES	Experienced: Python C C# Familiar: CLI C++ PHP HTML & CSS Verilog
SOFTWARE	Unity3D SolidWorks GIT Docker LabVIEW MATLAB PSpice KiCAD
FRAMEWORKS & LIBRARIES	Jupyter Matplotlib Numpy Pandas Scikit-learn PyTorch Tensorflow
PRACTICAL	FDM & SLA 3D printing Soldering CNC Wire EDM
LANGUAGES	Fluent in English and Vietnamese