

# ANH V. LE

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## EDUCATION

**DePauw University**, *B.S in Pre-Engineering*

**Greencastle, IN** (May 2020)

- **Honors and Awards:** DePauw University Merit Award; Dean's List Major GPA 4.00/4.00
- Ranked **#50** in the International Collegiate Programming Contest North America Regionals 2019

**Washington University in St. Louis**, *B.S in Computer Science – M.S. in Computer Science*

**St. Louis, MO** (May 2022)

## SKILLS

- **Web Development:** Ionic Framework, AngularJS, Firebase, TypeScript (expert), HTML/SCSS (expert)
- **Full Stack Development:** Bootstrap, Django, jQuery, DOM, JavaScript (expert), HTML/CSS (expert), Python (expert)
- **Technical:** SQL (proficient), C++ (proficient), C# (proficient), Scala (prior experience), Swift (prior experience)

## PROFESSIONAL EXPERIENCE

**TechPoint S.O.S Challenge Participant**, *TechPoint*

**Indianapolis, IN** (June 2020 – July 2020)

- Developed an Angular mobile application for universities to monitor COVID-19 “hot spots” on campuses with required symptom check-ins from students – *Awarded Best Solution*.
- Implemented the symptom checker and user login/register pages using Firebase and Ionic Framework.
- Utilized TomTomAPI to detect students' entrancing and exiting predetermined locations and GNewsAPI to return news articles information based on a given query.

**Software Engineer Intern**, *Information Technology Associates Program*

**Greencastle, IN** (Aug 2017 – May 2020)

- Learned how to use Front-End (*HTML/CSS, JavaScript*) and Back-End technologies (*Python, Django*) to design content and styling for interactive websites while implementing a full Models-Views-Templates structure.
- Created a fully functional social media clone website using the Full-Stack with Django.
- Familiarized with jQuery to quickly work with the Document Object Model as well as HTTP requests.

**Augmented Reality Mobile Application Developer**, *Tenzer Technology Center*

**Greencastle, IN** (May 2019 – May 2020)

- Designed a Unity game using landscape 3D models with first person camera and movement controls C# scripts.
- Developed a Unity Augmented Reality application, which serves Art students who demo their exhibits using built-in GUI components.
- Assisted DePauw Geographic Information Systems in image detection through image-based Augmented Reality.

**Digital Support Coordinator**, *Hubbard Center for Student Engagement*

**Greencastle, IN** (Aug 2018 – May 2019)

- Launched a social media strategy across multiple platforms such as Facebook, Twitter, and Instagram.
- Conducted interviews with current and former students about their summer internship experiences to highlight the resources for students, alumni, and employers.
- Utilized Adobe Photoshop to create seniors' posters for DePauw Class of 2019.

**Digital Media Intern**, *Prindle Institute for Ethics*

**Greencastle, IN** (Jan 2018 – May 2018)

- Enhanced website's Search Engine Optimization, using Python Data Analysis Library, to improve and quality of online search visibility.
- Analyzed the data to improve the quality and effectiveness of Prindle Institute's website.

## PROJECTS

**Text-based Adventure Game**, *Backend Developer*

**Greencastle, IN** (August 2019 – Dec 2019)

- Applied Object-Oriented Software Development principles and concepts into the creation of items, container items, and location classes, allowing user's interaction through commands like *go north, take, inventory, etc.*
- Practiced *inheritance* and *polymorphism* between ContainerItem and Item classes.

**TRYP**, *iOS Frontend/Backend Developer – HackSC*

**Los Angeles, CA** (April 2019)

- Developed an iOS mobile application that reactively document and share photos based off of Facebook friends that were added to the trip.
- Acquired skills to integrate Facebook Logins and connect to Firebase for real time storage to send or retrieve photos to connected users.

**Soylent Go**, *Android Frontend Developer - HackUNT*

**Denton, TX** (April 2019)

- Conceptualized a location-based Android Game in C# to implement object detection in the live camera feed.
- Simulated AR game environment and created 3D characters using Unity and Vuforia.
- Awarded the Snap Kit Challenge for user authentication with the best use of mobile SDK.

## CAMPUS ENGAGEMENT

**Data Science Club**, *DePauw University*

**Greencastle, IN** (Aug 2018 – May 2020)

- Practice data import and preprocessing; exploratory data analysis and visualizations using Matplotlib and Pandas.
- Using different libraries to solve Data Science problems: Numpy, Scipy, Pandas, Scikit-learn, PyTorch, TensorFlow, etc.