AUSTIN **LE**

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EDUCATION

PRINCETON UNIVERSITY **8/17 - 6/17 (expected)**

M.S.E. Computer Science [GPA 3.83/4.00]

RESEARCH INTERESTS Interactive real-time graphics, computer vision, image processing, virtual/augmented reality

RELEVANT COURSEWORK Advanced Computer Graphics (current), Computer Vision, Visual Recognition Seminar

TEACHING ASSISTANTSHIPS Programming Systems [3x]

UNIVERSITY OF CALIFORNIA, BERKELEY **8/13 - 5/17**

B.S. Electrical Engineering & Computer Science [GPA 3.78/4.00]

Honors Degree Program additional breadth in **Cognitive Science** and **Psychology**

ACCOLADES Outstanding Student Instructor, Eta Kappa Nu (EECS) Honor Society, Tau Beta Pi (Eng.) Honor Society

RELEVANT COURSEWORK Computer Graphics, Computational Photography, Computational Imaging Seminar

TEACHING ASSISTANTSHIPS Computer Graphics, Data Structures, Structure & Interpretation of Programs [2x]

INDUSTRY EXPERIENCE

RIOT GAMES | SOFTWARE ENGINEERING INTERN **summer 2016**

- Designed and implemented a globally deployed Java microservice that runs on a containerized cloud infrastructure that serves over 67 million monthly players worldwide.
- Created an API that makes it easy for Riot to run secure and reliable promotions that can reward players in real time with minimal player frustration.

GOOGLE | ENGINEERING PRACTICUM INTERN **summer 2015**

- Designed and prototyped an experimental service in Golang that leverages 8 different Google Cloud Platform APIs to enable various push-to-deploy scenarios for Google App Engine users via a new admin API.

GOOGLE | ENGINEERING PRACTICUM INTERN **summer 2014**

- Developed a web dashboard that queries large databases containing Feedback reports from Google's users about all of Google's products and displays the data through interactive graphs and tables, which helps engineers to quickly understand trends and resolve issues.

RESEARCH EXPERIENCE

PRINCETON IMAGEX LABS (Princeton University) **|** ADVISOR Adam Finkelstein **6/18 - present**

- Researching a system employing neural networks (Keras) and optimization in MATLAB to predict saliency in a 360-degree video and then create a new video that "moves" through only the most interesting parts.

VISUAL COMPUTING LAB (UC Berkeley) **|** ADVISOR Ren Ng **8/16 - 12/16**

- As an undergraduate research assistant, collaborated with a PhD student in developing a system using C++ and CUDA for high-fidelity, real-time 3D content capture and replication into virtual reality spaces using the HTC Vive.

ACTIVITIES & LEADERSHIP

ETA KAPPA NU [HKN] (EECS Honor Society, UC Berkeley Mu chapter) **5/14 - 5/17**

PRESIDENT **12/16 - 5/17**

- Led HKN's executive board and committees consisting of over 30 total HKN officers and members in collectively providing unique and valuable services to the entire UCB EECS community of over 1000 students.
- Fostered a positive environment for social and professional interactions and development between HKN members.

EXECUTIVE BOARD: TREASURER // SECRETARY // DEPARTMENT LIAISON **5/15 - 12/16**

- Performed crucial behind-the-scenes tasks and organized departmental events, town halls, and drop-in tutoring.

"ANALYTICAL THINKING IN LEAGUE OF LEGENDS" DECAL | LEAD INSTRUCTOR & FACILITATOR **1/15 - 5/16**

- Led a team of 5 student instructors in developing, organizing, and teaching a DeCal of 45 students about the popular online multiplayer game *League of Legends*. Class was featured in an interview article on the official website.

SKILLS

COMFORTABLE with Python (NumPy/SciPy, OpenCV, Keras), Java, C, C++, MATLAB, Git, Unix, LaTeX

FAMILIAR with Golang, CUDA (parallel programming), OCaml, MySQL, Verilog, MIPS, RISCV, HTML, CSS, Android

SPOKEN LANGUAGES Vietnamese (limited working proficiency), Japanese (elementary proficiency)