AUSTIN LE

(714)-348-3631 • austinhle@berkeley.edu • linkedin.com/in/austinhle • github.com/austinhle • austinhle.com

education

University of California, Berkeley | GPA 3.768 **fall '13 - spring '17**

B.S. Electrical Engineering & Computer Science (EECS)
Honors Program, Breadth in Cognitive Science & Psychology

Technical Course Highlights

User Interface Design	Database Systems	Computer Graphics
Computer Security	Operating Systems	Computational Photography & Image Processing
Algorithms	Internet Arch. & Networking	(graduate-level) Computational Imaging
Artificial Intelligence	Machine Learning	

experience

Riot Games | Software Engineering Intern - Service Availability Initiative, rCluster Team **summer '16**

- Designed and implemented a globally deployed Java microservice that runs on rCluster, Riot's containerized private cloud infrastructure, and serves millions of players worldwide by exposing an API that makes it easy for Riot to run secure and reliable promotions and reward players in real time with minimal player frustration.

UC Berkeley | Undergraduate Student Instructor - CS61A, CS61B **1/15 - 5/16**

- Taught lab & discussion sections, held office hours, developed course materials, and answered Piazza questions.

Google | Engineering Practicum Intern - App Engine Admin API Team **summer '15**

- Designed and implemented a system that leverages 8 different Google Cloud Platform (GCP) APIs to enable various push-to-deploy scenarios for Google App Engine users, written primarily in Golang.

Google | Engineering Practicum Intern - Feedback Team **summer '14**

- Developed a web dashboard that queries large data sets consisting of Feedback reports from users about all of Google's products and displays the data through interactive graphs and tables, which helps engineers in understanding trends in the reports as well as with quick identification of bugs.

research

Visual Computing Lab | Undergraduate Researcher, advised by Prof. Ren Ng **8/16 - present**

- Researching methods for high-fidelity, real-time content capture and replication into virtual reality (VR) spaces using HTC Vive VR and tracking technology.

Berkeley Institute of Design | Undergraduate Researcher, advised by Prof. Bjorn Hartmann **12/15 - 8/16**

- Investigated the health, diversity, and robustness of the programming ecosystem based on analysis of publicly available software documentation and how developers interact with and learn from it.

activities & leadership

Eta Kappa Nu (HKN) (EECS Honor Society) | Officer **5/14 - present**

- As President, oversee and manage HKN's executive board and committees in providing unique and valuable services to the EECS community. Foster a positive and cohesive internal environment for social and professional interactions between members, officers, and alumni.
- Previously served as Department Relations, Corresponding Secretary, Treasurer, and Tutoring Officer.

Virtual Reality at Berkeley | Club Member, Project Researcher **1/16 - present**

- Participated in the ISAACS project team working with the Microsoft Hololens and DJI drones to develop an augmented reality solution for human-drone interaction.

Analytical Thinking in League of Legends Decal | Instructor & Facilitator **1/15 - 5/16**

- As facilitator and instructor, led a team of 5 instructors in running, developing, and teaching a League of Legends Decal of 45 students. Class was featured in an article on the League of Legends website.

technical skills

languages Python, Java, C, C++, Golang, SQL
tools & frameworks Docker, OpenCV, NumPy/SciPy, Jupyter HTML/CSS

awards

Honors to Date, Eta Kappa Nu, Tau Beta Pi
Outstanding Graduate Student Instructor Award