AUSTIN **LE**

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EDUCATION

PRINCETON UNIVERSITY | M.S.E. Computer Science **| GPA 3.83** **8/17 - now**

RESEARCH INTERESTS Interactive real-time graphics, computer vision, image processing, virtual/augmented reality
COURSEWORK Advanced Computer Graphics (current), Computer Vision, Visual Recognition
TEACHING ASSISTANTSHIPS Programming Systems [3x]

UNIVERSITY OF CALIFORNIA, BERKELEY | B.S. Electrical Engineering & Computer Science **| GPA 3.78** **8/13 - 5/17**

Honors Degree, with breadth in Cognitive Science & Psychology
ACCOLADES Outstanding Student Instructor, Eta Kappa Nu Honor Society, Tau Beta Pi Honor Society
COURSEWORK Computer Graphics, Computational Photography, Computational Imaging
TEACHING ASSISTANTSHIPS Computer Graphics, Data Structures, Structure & Interpretation of Programs [2x]

EXPERIENCE

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

- Designed and implemented a globally deployed Java microservice that runs on rCluster, Riot's containerized 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.

GOOGLE | ENGINEERING PRACTICUM INTERN **summer 2015**

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

GOOGLE | ENGINEERING PRACTICUM INTERN **summer 2014**

- 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 helped engineers in understanding trends in the reports as well as with quick identification of bugs.

RESEARCH

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

- Researching and developing a system to accurately predict saliency in 360-degree videos, and then use the predicted saliency maps to inform the creation of a new, normal field-of-view video that "moves" through the original 360-degree video, showcasing only the most interesting parts.

VISUAL COMPUTING LAB (UC Berkeley) **|** ADVISOR Ren Ng **8/16 - 2/17**

- As an undergraduate research assistant, worked with a PhD student in researching methods 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) **|** EXECUTIVE OFFICER **5/14 - 5/17**

- As President, oversaw and managed HKN's executive board and committees in providing unique and valuable services to the EECS community. Fostered a positive and cohesive internal environment for social and professional interactions and development between members, officers, and alumni.
- Previously also served in various other executive positions over 4 semesters.

"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 article on the official website.

SKILLS

COMFORTABLE WITH Python (NumPy/SciPy, OpenCV, Keras), Java, C, C++, MATLAB
FAMILIAR WITH Golang, OCaml, SQL, Verilog, HTML, CSS, Google Colaboratory
LIMITED WORKING PROFICIENCY Vietnamese, INTERMEDIATE PROFICIENCY Japanese