

AUSTIN LE

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education

Princeton University | M.S.E. Computer Science (COS) | **GPA 3.83** **fall '17 - spring '19**
Research interests: Interactive real-time graphics, computer vision, image processing, virtual/augmented reality
Relevant coursework: Computer Vision, Visual Recognition (seminar), Computer Architecture
Teaching assistantships (9/17 - 6/18): Programming Systems (COS217)

University of California, Berkeley | B.S. Electrical Engineering & Computer Science | **GPA 3.78** **fall '13 - spring '17**
Honors Program, Breadth in Cognitive Science & Psychology
Accolades: Outstanding Graduate Student Instructor, Eta Kappa Nu Honor Society, Tau Beta Pi Honor Society
Relevant coursework: Computational Photography, Computational Imaging, Advanced Computer Graphics
Teaching assistantships (1/15 - 5/17): Introductory CS (CS61A), Data Structures (CS61B), Computer Graphics (CS184)

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 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 | App Engine Admin API Team **summer '15**

- Designed and built an experimental pipeline 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,. 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 helped engineers in understanding trends in the reports as well as with quick identification of bugs.

research

Princeton ImageX Labs (PIXL) | Graduate Student Researcher | Advisor: Prof. Adam Finkelstein **7/18 - present**

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

Visual Computing Lab (VCL) | Undergraduate Research Assistant | Advisor: Prof. Ren Ng **8/16 - 2/17**

- Assisted a graduate student in researching methods for high-fidelity, real-time content capture and replication into virtual reality spaces using the HTC Vive.

activities & leadership

Eta Kappa Nu (HKN) (EECS Honor Society) | Executive Officer | **UC Berkeley** **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 officer positions in separate semesters.

Analytical Thinking in League of Legends Decal | Instructor & Facilitator | **UC Berkeley** **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++, HTML, CSS, MATLAB, Verilog
tools & frameworks	OpenCV, NumPy, Keras, Google Colaboratory