AUSTIN LE

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

EDUCATION

PRINCETON UNIVERSITY **8/17 - 6/19**

M.Eng. Computer Science [GPA 3.82/4.00]

INTERESTS Immersive visual computing, interactive computer graphics, VR/AR, computer vision, image processing

COURSEWORK Advanced Computer Graphics, Advanced Computer Architecture, Advanced Computer Vision, Visual Recognition Research Seminar

TEACHING ASSISTANT Computer Graphics (JavaScript, GLSL), Programming Systems (C, x86-64) [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

COURSEWORK Computational Imaging Research Seminar, Computer Graphics, Computational Photography

TEACHING ASSISTANT Computer Graphics (C++), Data Structures (Java), Struc. & Interp. of Programs (Python) [2x]

INDUSTRY EXPERIENCE

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

- Designed and implemented a Java microservice that runs on a containerized cloud infrastructure and provides services to over 67 million monthly *League of Legends* 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 - 12/18**

- Researched and helped evaluate a computer vision and deep learning system, which predicts saliency in a 360-degree video and then creates a new video that "moves" through the most interesting parts.

VISUAL COMPUTING LAB (UC Berkeley) **|** ADVISOR Ren Ng **fall 2016**

- 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 **spring 2017**

- 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 creating, developing, and teaching a DeCal (class) 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), C, C++, Java, GLSL, Git, Make, Unix, Windows, MacOS
FAMILIAR with Keras, CUDA, OpenGL, Golang, OCaml, MATLAB, MySQL, Verilog, x86-64, HTML/CSS, LaTeX
SPOKEN LANGUAGES Japanese [intermediate proficiency], Vietnamese [limited working proficiency]