AUSTIN LE

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education

University of California, Berkeley **Fall '13 - Spring '17**
Electrical Engineering & Computer Science (EECS) GPA: 3.77
ors Degree Program, Breadth in Cognitive Science & Psychology
Technical Course Highlights: *(coursework in italics)*
- User Interface Design • Computer Security • Operating Systems • Networking • Algorithms • Computer Graphics • Database Systems • Artificial Intelligence • Machine Learning • *Computational Photography (graduate-level)* • *Computational Imaging*

experience

Riot Games | Software Engineering Intern - Service Availability Initiative, rCluster Team **5/16 - 8/16**
- Designed and implemented a globally deployed Java microservice that runs on rCluster, Riot's containerized private cloud infrastructure, and serves millions of players worldwide.
- The microservice exposes an API that makes it easy for Riot to reward players in real time without players having to enter codes and run promotions that are more secure, reliable, and easy to support.
- The service is designed to also minimize support requests and give Riot better business insight into player redemption and participation in order to better support Riot's millions of active players with compelling events.

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.
- Recipient of the Outstanding Graduate Student Instructor Award.

Google | Engineering Practicum Intern - Google Cloud Platform, App Engine Admin API Team **5/15 - 8/15**
- 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.
- Created a simplified open source version for release on Google's GitHub to be used as an example of a push-to-deploy system using various GCP APIs, including the newly launched App Engine Admin API.

Google | Engineering Practicum Intern - Google Feedback Team **5/14 - 8/14**
- 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 with Prof. Ren Ng **8/16 - Present**
- Researching methods for high-fidelity, real-time content capture and replication into virtual and augmented reality (VR/AR) spaces using HTC Vive VR and tracking technology.

Berkeley Institute of Design | Undergraduate Researcher with 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) | hkn.eecs.berkeley.edu **5/14 - Present**
- Serve the EECS community as Department Relations, Corresponding Secretary, Treasurer, and Tutoring Officer.

Analytical Thinking in League of Legends Decal | http://www.decal.org **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. Featured in an article on the League of Legends website.

technical skills

languages | Python, Java, C, C++, Golang
tools & frameworks | Docker, OpenCV, NumPy, Google Cloud Platform