Austin Le

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Education

University of California, Berkeley - Berkeley, CA | Fall '13 - Spring '17
Bachelor of Science, Electrical Engineering & Computer Science (EECS) | *Honors Degree* | *GPA: 3.80*
Coursework | **CS61A** Structure & Interpretation of Computer Programs • **CS61B** Data Structures • **CS61C** Computer Architecture • **CS70** Discrete Math & Probability • **EE20** Structure & Interpretation of Signals & Systems • **EE40** Microelectronic Circuits • **CS160** User Interface Design • **CS161** Computer Security • **CS162** Operating Systems • **CS168** Networking • **CS170** Algorithms • **CS184** Computer Graphics • **CS186** Database Systems • **CS188** Artificial Intelligence • **CS189** Machine Learning

Experience

Berkeley Institute of Design - Berkeley, CA
Undergraduate Researcher | 12/15 - Present
- Conducting research in human-computer interaction (HCI) within Bjorn Hartmann's research group.
- Investigating 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.

University of California, Berkeley EECS Department - Berkeley, CA
CS 61A Undergraduate Student Instructor | 1/15 - 12/15, *CS 61B Undergraduate Student Instructor* | 1/16 - Present
- Teach lab and discussion sections, hold office hours, grade assignments, and answer Piazza questions for lower division CS courses, which have over 1000 students every semester.
- Develop course material such as the course website, homeworks, labs, projects, exams, and tools.

Google - Seattle, WA | 5/15 - 8/15
Engineering Practicum Intern - Google Cloud Platform, App Engine Admin API
- 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 mainly in Golang.
- Wrote a total of over 10 integration and end-to-end tests and fully documented the design and implementation details of the project.
- 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 - Mountain View, CA | 5/14 - 8/14
Engineering Practicum Intern - Google Feedback
- 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.

Leadership & Activities

Immersive Semi-Autonomous Aerial Command System (VR@Berkeley Research Team) - www.isaacs.io
Research Team Member | 2/16 - Present
- Working with a team of roughly 10 students in collaboration with research members from the Berkeley Robotics & Intelligent Machines Lab to produce an augmented reality solution using Microsoft Hololens to intuitively interface and collaborate with DJI aerial drones.

Eta Kappa Nu (HKN) (EECS Honor Society)
Corresponding Secretary | 12/15 - Present, *Treasurer* | 5/15 - 12/15, *Tutoring Officer* | 8/14 - 5/15

Analytical Thinking in League of Legends Decal - http://www.decal.org/courses/3905
Facilitator & Instructor | 1/15 - Present
- Lead 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

Proficient | Python, Java
Familiar | Golang, C, C++, Git, Unix, Scheme, SQL, HTML, CSS, JavaScript
Other | Unity, Blender, MATLAB, MIPS, MapReduce, Markdown, Google App Engine, Jekyll