

AUSTIN LE

(714)-348-3631 • austinle@cs.princeton.edu • [linkedin.com/in/austinhle](https://www.linkedin.com/in/austinhle) • github.com/austinhle • austinhle.com

education

Princeton University

fall '17 - spring '19 (planned)

M.S.E. Computer Science

Research interests: Interactive real-time graphics, computer vision, virtual/augmented reality, immersive computing

Teaching assistantships (ongoing): Programming Systems (COS217)

University of California, Berkeley | GPA 3.78

fall '13 - spring '17

B.S. Electrical Engineering & Computer Science (EECS)

Honors Program, Breadth in Cognitive Science & Psychology

Accolades: Outstanding Graduate Student Instructor, Eta Kappa Nu, Tau Beta Pi

Relevant coursework: Computational Photography, Computational Imaging, Advanced Computer Graphics

Teaching assistantships (1/15 - 5/17): Introductory CS (CS61A, 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 private 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 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.

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

research

Visual Computing Lab | Undergraduate Researcher, advised by Prof. Ren Ng

8/16 - 2/17

- Researched methods for high-fidelity, real-time content capture and replication into virtual reality (VR) spaces using HTC Vive's virtual reality and tracking technology.

Berkeley Institute of Design | Undergraduate Researcher, advised by 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) | 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 between members, officers, and alumni.
- Previously also served as Department Relations, Corresponding Secretary, Treasurer, and Tutoring Officer.

Virtual Reality at Berkeley | Club Member, Project Researcher

1/16 - 5/17

- Participated in the [ISAACS](#) project team working with the Microsoft HoloLens and DJI drones to develop an augmented reality solution for human-drone interaction.

Analytical Thinking in League of Legends Decal | Instructor & Facilitator

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++, Golang, SQL

tools & frameworks

Docker, OpenCV, NumPy, MATLAB, OpenGL, CUDA