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) | GPA: 3.80

Coursework (* *in progress*): Structure & Interpretation of Computer Programs | Data Structures | Great Ideas in Computer Architecture | Structure & Interpretation of Signals & Systems | Discrete Math & Probability | Artificial Intelligence | Efficient Algorithms & Intractable Problems | Operating Systems & Systems Programming | Machine Learning | Database Systems* | Internet Architecture & Protocols* | Microelectronic Circuits*

Experience

University of California, Berkeley EECS Department - Berkeley, CA | 1/15 - Present
CS 61A Undergraduate Student Instructor

- Teach lab and discussion sections, hold office hours, and answer Piazza questions for CS 61A, the largest Computer Science course at UC Berkeley (1400 students in Fall '15).
- Work with other staff to 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.
- Presented a demo to a group of ~50 people across multiple Google offices.

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.

Projects

League of Legends Summoner Info & Ban Helper - lolbanhelper.appspot.com | 5/15 - Present

- Developing a Google App Engine web application that uses the Riot Games API for League of Legends, written mainly in Golang. Users can look up a group of players to see statistics and get suggestions for bans in competitive tournament play against those specific players.

Leadership & Activities

Eta Kappa Nu (HKN) (EECS Honor Society)

- *Treasurer* | 5/15 - Present • Manage HKN's finances across all committee and executive business and help direct HKN's growth and image both internally and externally.
- *Tutoring Officer* | 8/14 - 5/15 • Managed HKN's academic services, which involved organizing and holding review sessions for EECS lower division courses and holding weekly drop-in tutoring hours.

Analytical Thinking in League of Legends Decal - http://www.decal.org/courses/lol
Head 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, Golang
Familiar | Java, C, Git, Unix, Scheme, SQL, HTML, CSS, JavaScript
Other | MATLAB, MIPS, MapReduce, Markdown, Google App Engine, Jekyll