AUSTIN LE

(714)-348-3631 • <u>austinhle@berkeley.edu</u> • <u>linkedin.com/in/austinhle</u> • <u>github.com/austinhle</u> • <u>austinhle.com</u>

education

University of California, Berkeley

fall '13 - spring '17 GPA 3.77

Electrical Engineering & Computer Science (EECS)

ors Program, Breadth in Cognitive Science & Psychology

Technical Course Highlightst(*coursework)

User Interface Design
Computer Security
Algorithms
Operating Systems
Networking

Computer Graphics Artificial Intelligence
Computational Photography* Machine Learning
(graduate-level) Computational Imaging*

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.
- 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 - 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.
- 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 - 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 under 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 under 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) | Officer

5/14 - present

Serve the EECS community as Department Relations, Corresponding Secretary, Treasurer, and Tutoring Officer.

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 <u>Decal</u> of 45 students. Featured in an <u>article</u> on the League of Legends website.

technical skills awards

languages Python, Java, C, C++, Golang, SQL tools & frameworks Docker, OpenCV, NumPy, Jupyter, Jekyll