

# Bryant Le

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## EDUCATION

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### University of Houston

*BS in Computer Science, Minor in Mathematics*

Expected Graduation: May 2024

GPA: 3.84

## EXPERIENCE

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### Houston Learning Algorithms Lab

Jun. 2023 – Present

*Undergraduate Research Assistant*

*Houston, TX*

- Designed an API in **Python** to parse medical software images, streamlining interactivity for physicians
- Engineered a mobile app in **React Native** for a therapy chat-bot with large language models
- Developed a **Python** script with a transfer learning model for chest X-ray image classification with **PyTorch**

### Amazon

May 2023 – Aug. 2023

*Software Engineer Intern*

*Austin, TX*

- Designed a notifications system in **Kotlin** for **AWS** Supply Chain, relaying necessary customer feedback
- Initiated proactive discussions for a design that reduces traffic, saving costs by 50% on customer transactions
- Integrated success and failure notifications for demand plan creation, derived forecast creation, forecast workflows

### University of Houston

Sep. 2022 – Sep. 2023

*Undergraduate Teaching Assistant*

*Houston, TX*

- Supported 240+ students in structured procedural programming and elementary data structures in **C++**
- Led weekly labs, code-reviewed and provided feedback for multiple **C++** programming assignments
- Mentored students in best coding practices, promoting software engineering principles in **C++** projects

### Buzly

Jun. 2022 – Aug. 2022

*Software Engineer Intern*

*Sacramento, CA*

- Engineered the back-end for a dashboard providing statistics and analytics from over 12,600+ users for universities
- Leveraged **AWS** Cognito for streamlined user registration and authentication, boosting developer productivity

### Seatgull

Feb. 2022 – Dec. 2022

*Software Engineer Intern*

*College Station, TX*

- Created a course scheduler connected to 60 universities with over 850,000 students using **React** and **Typescript**
- Initiated a mobile application built with **React Native**, accessibility on mobile platforms for 60% of users

## PROJECTS

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### Cult of the Crows Game

- Created puzzles and narrative-driven elements to immerse players in a horror storyline using **Unity** and **C#**

### Harbor

- Built a browser in **Rust** that promotes less tab usage and flexibility to switch between Webkit and Chromium

### Downtime

- Constructed a **React Native** mobile application that focus in-person hangouts for 100+ university students

### CoCo Bot

- Developed a Discord bot in **Typescript** with interactive and engaging commands, for over 1000+ users

## LEADERSHIP

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### Code[Coogs] — Founding Chief Technology Officer

Sep. 2021 – Present

- Cooperated with chief officers to make decisions leading to a growth of over 300 new members
- Collaborated with 6 other facilitators for technical interview prep workshops hosting over 60 students

### CougarCS — Webmaster

May 2022 – Present

- Led 4 developer teams through building open-source software to streamline registration for 1800+ members

## TECHNICAL SKILLS

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**Languages:** C++, Python, JavaScript, Typescript, HTML/CSS, SQL, Java, Rust, Go, Kotlin, C#

**Tools:** AWS, Google Cloud, Azure, React, Git, Docker, Linux, PyTorch, OpenCV, Unity

**Certifications:** AWS Certified Cloud Practitioner