

Bryant Le

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EDUCATION

University of Houston

BS in Computer Science, Minor in Mathematics

Expected Graduation: May 2024

GPA: 3.84

EXPERIENCE

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

Cult of the Crows Game

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

KeyboardAR

- Built a app in **Swift** that seamlessly teaches the user to play piano songs in augmented reality for iOS

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

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

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

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

Certifications: AWS Certified Cloud Practitioner