Bryant Le

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EDUCATION

University of Houston

May 2024

Bachelor of Science in Computer Science, Minor in Mathematics

Houston, TX

EXPERIENCE

Resumes.fyi

Apr. 2024 – Present

Co-Founder & Software Engineer

Remote

- Technologies: Next.js, TailwindCSS, TypeScript, Google Cloud Platform, Vercel, Redis
- Led engineering for a web application to crowd-source resumes that passed screenings from 140+ tech companies
- Achieved growth of 500+ users and 80+ resume submissions within the first week through strategic marketing

Unison.so Mar. 2024 – Present

Co-Founder & Software Engineer

Houston, TX

- Technologies: Go, GraphQL, Next.js, TailwindCSS, TypeScript, MongoDB, Tauri, Rust
- Directed engineering for a desktop application, improving users' ability to build and maintain stronger connections
- Secured \$5,000 in pre-seed investment from a local startup accelerator, providing validation for our venture

TensorIoT Jan. 2024 – May 2024

Student Contract Software Engineer - Product Team

Remote

- Technologies: Next.js, TailwindCSS, TypeScript, Go, AWS, DynamoDB
- Developed a manufacturing simulator for an AWS partner, enabling factory supply chain data visualization
- Consulted with product managers and solutions experts to provide a production-ready software within 4 months
- Boosted unit test coverage by 37% across data processing and client components, improving code reliability

University of Houston

June 2023 – May 2024

Undergraduate Research Assistant - Houston Learning Algorithms

Houston, TX

- Technologies: Python, PyTorch, React Native, TypeScript, OpenAI
- Engineered a mobile app for a therapy chatbot powered by GPT, increasing mental health support accessibility
- Developed a script with a transfer learning model for for 21,000+ chest X-ray images to classify abnormalities
- Configured DICOM metadata for over 1,400 chest X-ray images to ensure proper display in the OHIF viewer

Amazon May 2023 – Aug. 2023

 $Software\ Engineer\ Intern\ -\ AWS\ Supply\ Chain$

Austin, TX

- Technologies: Kotlin, AWS, JUnit, Mockito, Dagger
- Designed a notifications system in Kotlin for supply chain demand planning, relaving critical customer feedback
- Initiated proactive discussions for a design that reduces traffic, saving costs by 50% on customer transactions
- Integrated 330+ notifications for demand plan creation, derived forecast creation, forecast workflows

University of Houston

Sep. 2022 – Sep. 2023

 ${\it Undergraduate Teaching Assistant - C++ Fundamentals}$

Houston, TX

- Assisted 240+ students in mastering structured procedural programming and fundamental data structures
- Led weekly labs, reviewed code, and provided feedback for 1,100+ C++ programming assignments
- ullet Mentored ${f 32}$ students in best coding practices, advocating software engineering principles in ${f 2}$ projects

Software Engineer Intern - Product Team

Jun. 2022 - Aug. 2022Remote

Remote

• Technologies: React, TailwindCSS, TypeScript, Express.js, MongoDB, Docker, AWS

• Engineered the back-end for a dashboard delivering statistics and analytics from 12,600+ users to stakeholders

Software Engineer Intern - Product Team

Feb. 2022 – Dec. 2022

- Technologies: React, TailwindCSS, TypeScript, Rust, Actix Web, MySQL, React Native
- Developed an advanced course scheduling system integrating with 60 universities, enhancing student experience

TECHNICAL SKILLS

Buzly

Seatgull

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

Frameworks & Libraries: React, Express.js, Flask, JUnit, Mockito, PyTorch, NumPy, TailwindCSS, OpenAI

Developer Tools: Git, Docker, AWS, Google Cloud Platform, Azure, Vercel, Redis, MongoDB, Linux