

Bryant Le

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EDUCATION

University of Houston

BS in Computer Science, Minor in Mathematics

May 2024

GPA: 3.84

EXPERIENCE

Houston Learning Algorithms Lab

Undergraduate Research Assistant

Jun. 2023 – May 2024

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

Software Engineer Intern

May 2023 – Aug. 2023

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

Undergraduate Teaching Assistant

Sep. 2022 – Sep. 2023

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

Software Engineer Intern

Jun. 2022 – Aug. 2022

Sacramento, CA

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

Seatgull

Software Engineer Intern

Feb. 2022 – Dec. 2022

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

TensorIOT Manufacturing Simulator

- Developed a end-to-end manufacturing simulation application in Next.js, Typescript, and Go for **TensorIOT**

Listing Writer

- Built a app in Astro and Python that uses large language models to generate house listing descriptions

Downtime

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

Cult of the Crows Game

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

LEADERSHIP

Code[Coogs] — Founding Chief Technology Officer

Sep. 2021 – May 2024

- 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 – Dec. 2023

- 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