# Quan Minh Le

# Software Engineer

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#### **EDUCATION**

#### University of British Columbia

BC, Canada

Bachelor of Science, Major in Computer Science

January 2020 - June 2023

- Junior (3rd year) GPA: 4.30/4.33
- 2020 UBCO Dean's List
- First-year Mathematics Award (Top 3% of students)
- Deputy Vice-Chancellor Scholarship for International Students
- Coursework: Data Structures & Algorithms, Databases, Java OOP, Machine Learning, Computer Graphics

#### EXPERIENCE

## Remote Full Stack Developer Internship

 $December\ 2021-Present$ 

Aksent Official

Hanoi, Vietnam

- Currently developing a website for Aksent Official.
- Tech Stack: MERN (MongoDB, Express, React, NodeJS)

Research Assistant

December 2021 – Present

University of British Columbia

BC, Canada

• Currently creating unit tests for components in **Django**.

## Professional PUBG Mobile Player

January - August 2020

Grunto Esports

BC, Canada

- Led a team of 5 players to PUBG Mobile Pro League Americas with 200k\$ in total prize pool.
- Contributed to the team rotations and strategy, and made calls as an In-Game Leader (IGL).

### **PROJECTS**

#### Sorting Visualization

October 2021

- Developed a visualizer for sorting algorithms, such as selection, bubble, insertion, merge, quick, and heap.
- The project is developed in **React** and **Typescript**.

## Pathfinding Visualization

October 2021

- Developed a visualizer for pathfinding algorithms, such as bfs and dfs.
- The project is developed in **React** and **Typescript**.

# Multiplayer Tetris Game

November 2021

- Designed a multiplayer tetris game with score multipliers.
- Implemented real-time matchmaking and individual rooms with Firebase's Firestore.
- The project is developed in **React**, **Typescript**, **NodeJS**, and **Firebase**.

## Online Grocery Shop

October - November 2021

- Led a team of 4 to develop a website to buy groceries online.
- Laid groundwork for the project and helped teammates with routing and back-end coding.
- The project is developed in Javascript, Express, MSSQL and Handlebars.

#### Super Bug Zapper

September – November 2021

- Led a team of 3 to design and develop 2D and 3D versions of a clicker game with reappearing bugs.
- Laid groundwork for the project and delegated tasks according to teammates' strengths.
- The project is developed in **Javascript** and **WebGL**, leading to a final grade of 90%.

#### TECHNICAL SKILLS

Languages: Typescript, Javascript, Python, Java, NodeJS, HTML, CSS, SCSS, WebGL

Frameworks: React, Angular, Express, Django

Database: NoSQL (Firebase, MongoDB), MySQL & MSSQL (UBC course database)

DevOps: Docker