Quan Minh Le

Software Engineer

minhquanle_2002@yahoo.com | linkedin.com/in/sanabob | github.com/sanabob

EDUCATION

University of British Columbia

BC, Canada

Bachelor of Science, Major in Computer Science

January 2020 - May 2023

- Junior (3rd year) GPA: 4.30/4.33
- 2020 UBCO Dean's List (GPA > 3.95)
- First-year Mathematics Award (Top 3% of students)
- Deputy Vice-Chancellor Scholarship for International Students
- Coursework: Data Structures & Algorithms, Databases, Java OOP, Computer Graphics

EXPERIENCE

LeapGrad ON, Canada

Software Developer Intern

January 2022 - Present

- Bug fixing backend components and improving speed of queries.
- Contributing to backend server by adding new features with unit and integration tests.
- Tech Stack: NodeJS, Express, Redis, MongoDB.

University of British Columbia

BC, Canada

Research Assistant

December 2021 - Present

- Contributing to the problem set in Java for freshmen majoring in Computer Science at UBC.
- Developing unit tests for components in Java using JUnit.

Aksent Official Hanoi, Vietnam

Full Stack Developer Intern

December 2021 - January 2022

- Designed website UI/UX with Typescript & React for desktop and mobile users.
- Developed a backend server with user validation system and REST API for users and products using NodeJS, Express, MongoDB, and hosted using Heroku.
- Improved user experience on the platform and increased user acquisition by 120%.

Projects

Online Grocery Shop | Github

October - November 2021

- Led a team of 4 to develop a website to buy groceries online.
- Laid groundwork for project and implemented user authentication and CRUD operations for products.
- Implemented features using Docker, NodeJS, Express, MSSQL, Handlebars, and AWS EC2. Final grade: 110%.

Super Bug Zapper | Github

September – November 2021

- Led a team of 3 to design and develop 2D and 3D versions of a clicker game with reappearing bugs.
- Implemented 3D rotation and CRUD operations, and delegated tasks according to teammates' strengths.
- Implemented features using Javascript, HTML, and WebGL. Final grade: 90%.

Discord Music Bot | Github

December 2021

- Developed a music bot for my discord server with 100+ users.
- Used YouTubeAPI and DiscordAPI to query music using NodeJS, Express, Docker, and hosted on AWS Lightsail.
- Improved user retention of my discord server by 200%

${\bf Multiplayer\ Tetris\ Game} \mid \underline{{\bf Website}}$

November 2021

- Designed a Tetris game with matchmaking and real-time updates using NodeJS and Firebase's Firestore.
- Tech Stack: React, Typescript, NodeJS, and Firebase.

TECHNICAL SKILLS

Languages: Typescript, Javascript, Python, Java, HTML/CSS

Frameworks: React, Angular, Django

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

DevOps: Docker, AWS, Heroku

Others: NodeJS, Express, SCSS, WebGL