Richard Le

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY | MSCS
Masters of Science in Computer Science (OMSCS)
Matriculating Fall 2019, Expected 2021 | Atlanta, GA

UNIVERSITY OF CALIFORNIA, SANTA CRUZ | BS
Double Major in Computer Science and Technology Information Management
Grad June 2018 | Santa Cruz, CA

SKILLS & TECHNOLOGIES

Languages
Javascript, Python, Scala, Hive, PostGresQL, HTML, SS, Java
Technologies
React.js, Redux, Node.js, Express, Babel, WebPack, npm, Heroku, Knex.js, Tachyons, BootStrap
FlexBox, Hadoop, HDFS, MapReduce, Spark, Hive, Maven, Git, GitHub, Agile / Scrum

EXPERIENCE

INFOSYS | Associate Consultant
October 2018 - Present | Sunnyvale, CA

- Migrated an older code base from Hive Queries to Spark Scala which removed a lot of redundant queries, improved readability, and increased performance by up to 53%
- Wrote Spark Scala code to aggregate various metrics relating to Apple Music and perform analysis on large Hive tables according to business requirements
- Wrote Python scripts for report generation of data produced by Spark Queries

PROJECTS

SMART BRAIN | Full Stack Web Development Project

- Created a functional web application with the intent of learning a variety of full-stack technologies
- Application allows users to register/signin and submit photos with automatic face detection using ClarifAI API
- Front-end of application is written in React with Redux, CSS, Tachyons, Flexbox, and Grid
- Back-end of application is created with Node.js and Express.js with RESTful design. It is connected to a PostGreSQL database, and deployed on Heroku.

SEAGATE ACTIVE DRIVE | Sponsored Senior Project

- Worked in a team closely with Seagate to explore and develop their Active Drive technology in the field of genomics.
- Enabled MapReduce model similar to Hadoop on a cluster of drives.
- Implemented a distributed string search using Kinetic API. A large text file would be sharded across a cluster of drives which would perform a string search on each shard in parallel and return results found.
- Utilized Scrum methodologies to participate in weekly scrum meetings with Seagate sponsors.Three sprints were completed each quarter for a total of six sprints.

BUSTERS | Game Development Project

- Developed a bullet-hell style vertical platformer in JavaScript.
- Utilized Phaser API to develop an automatically scaling game window, playable character, and sprite animations.
- Ran the game in Google Chrome browser using an offline server and Node.js
- Participated in pair programming and individual Git branches were used for organization and debugging.
- Utilized Scrum methodologies to participate in weekly scrum meetings. Three sprints were completed for the quarter long project.