Daniel Le

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EDUCATION

University of Texas - Dallas **Aug. 2021 – Sep. 2023**
Master of Science in Computer Science *Richardson, Texas*

University of Texas - Dallas **Aug. 2019 – Dec. 2021**
Bachelor of Science in Computer Science, GPA: 3.67 *Richardson, Texas*

RELEVANT COURSEWORK

- Data Structures
- Advanced Algorithm
- Database Systems
- Machine Learning
- Operating Systems
- Computer Architecture

EXPERIENCE

Tyler Technologies **May. 2021 – Aug. 2021**
Website Intern *Plano, Texas*

- Develop and maintain company's website including client facing site, employee intranet, and special events
- Successfully automate user import into database by developing an application.
- Provide recommendations relating to improvements to the organization and/or of existing sites
- Monitors site traffic and reviews analytic data to provide regular performance reports and performance improvements suggestions

TECHNICAL SKILLS

Languages: Java, Python, C++,JavaScript ,Swift ,SQL , HTML/CSS
Developer Tools: VS Code, Xcode, Eclipse, Jetbrains
Frameworks/Technologies: Flask ,React ,SwiftUI ,Unix , Git

PROJECTS

Secret Santa Web-app | *Python, Flask, JavaScript, HTML/CSS, PostgreSQL* **December 2020**

- Implemented Flask framework to create a website where you can trade and exchange gifts during holidays
- Utilize SQL to process,query data input for forms and the shuffle
- Implemented functionalities for login, register, reset password, send email for users

CPU Simulator | *Java* **March 2021**

- Created a CPU simulator for a simple architecture that can fetch and execute instructions from memory
- Implemented basic command instructions for CPU to process from an input data
- Utilized pipeline programming function to pass data between memory and CPU.

URL Shorterner | *Python, HTML/CSS, PostgreSQL* **October 2020**

- Designed a database driven website to reroute and shorten addresses.
- Used SQL to store and manipulate data

Number Predictor | *Pygame, TensorFlow* **October 2020**

- Created a GUI using Pygame to create an interactive interface.
- Successfully implemented Neural Network using Tensorflow to regconize drawing pixel and predict number outcome based error optimization and linear progression/gradient descent

INVOLVEMENT / EXTRACURRICULAR

Phi Theta Kappa **Aug. 2019 – Present**
Current Member *UT-Dallas*