

Dan Le

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OVERVIEW

I hold full stack programming skills with machine learning models deployment, in addition to a Bachelor of Science - Computer and Software Systems from Melbourne University. I'm currently a research student specialized in Graph Learning, Brain-inspired computing, also interested in Computer Vision through Master of IT (Research) at RMIT.

DEMONSTRATED SKILLS & ABILITIES

- A positive attitude
- Successfully completed a Bachelor of Computer Science with a High Distinction average for all Computing Projects and Assignments
- Skilled in solutions optimization
- Skilled in scripting languages including Python, Java, JavaScript/Typescript, HTML/CSS through working on various projects
- Ability to integrate version control into the workflow with Git demonstrated during past software development projects
- Technical skills in: Git Version Control, Machine Learning Models, Object-Oriented Programming, Data Analytic and Visualisation, Algorithm & Data Structures, Design Patterns, UI/UX Design, Storybook, Agile development, Product error checking and flow through Sentry and Playwright
- Familiar with online project management tools such as Trello, Jira
- Knowledge in using Latex, Notion, Microsoft Office, Google Docs, Google Spreadsheet and Adobe Photoshop, Power BI to document software design cultivated from working on university projects
- Experienced in artificial intelligence technologies, such as classification algorithms, neural networks and deep learning models
- Experienced in data wrangling and analysing techniques and technologies, such as data cleaning, data normalisation, feature selections, k-fold validation testing

TECHNICAL PROFILE

Programming Languages: Python, Java, SQL, Javascript, Typescript, C, HTML/CSS

Development Framework: NextJS, NodeJS, MongoDB, ReactJS, FastAPI, MySQL, NoSQL, MongoDB, SQL Alchemy, Pandas, Flask, Kubernetes, JavaFX, Docker.

Cloud Framework: Azure, Google Cloud Platform (GCP)

Technical Skills: Git Version Control, CI/CD, Deployment, Machine Learning Models, Object-Oriented Programming, Data Analytic and Visualisation, Algorithm & Data Structures, Design Patterns, UI/UX Design, Storybook, Agile development, Product error checking and flow through Sentry and Playwright.

Soft skills: Oral and written communication, well manage verbal communication with peers and working as a team, also an independent learner, pay attention to details, strong adaptability to new technologies.

EXPERIENCE

February 2025 - Present

RMIT University

Melbourne, VIC

Mentor/Tutor in School of Computing Technologies (Post-graduate)

- Mentor/Tutor in COSC1295 Advanced Computing, COSC2391 Further Programming, COSC2670 Practical Data Science with Python in Semester 1, 2025.

March 2024 - July 2024

Sincidium

Carlton, VIC

Software/Machine Learning Engineer

Working as a full stack engineer

- Working as back-end developer developing using Python and SQL, Next JS and Fast API and Azure to work with Large Language Model using Lang chain to process student's work in text.
- Working with a team of thirty (30) developers to design an AI-driven product for schools and universities that blends into teaching experiences and assessment practices, ensuring academic integrity against the issue of using AI for writing and assignments, and easing academic burnout for educators and students.

June 2023 – November 2023. Walter & Eliza Hall Institute of Medical Research (WEHI)

Parkville, VIC

Research Data Engineer

- Leader of the Genomics Metadata Multiplexing project team (leading 6 peers), work as research engineers that encompasses researching about metadata text and FCS parsing, testing and implementing the data generation process.
- This involves developing unique parsing functionality for FCS files specific to WEHI and creating a merging mechanism for their structural data, drawing inspiration from Flowjo's mechanisms. Deploying Machine Learning models to work with genomics multiplexing data and deploy via Kubernetes and Google Cloud Platform (GCP). Additionally, I am responsible for designing software structure and design wireframes for the application.
- Using Figma for UI development, Python for data parsing, analysing and wrangling, ReactJS and Flask as the development frameworks.

July 2023 - November 2023

LongBeach Place Inc

Parkville, VIC

Software Developer

- Front-end Team Leader (leading 5 peers) responsible for developing the web interfaces of the Room Hire platform, Donation platform and Admin platform using React js.
- Additionally, proficient in backend development with Node.js, specialising in implementing user's information storage connect through MongoDB and rendering backend endpoints for the Admin Page.

December 2023 - February 2024 Ernst & Young (EY)

Southbank, VIC

Data Analyst and Modelling

- Leveraged advanced data analytics tools to process and analyze large datasets, identifying key trends and insights. Designed and developed predictive models using statistical and machine learning techniques.

PERSONAL RESEARCH AND PROJECTS

Machine Learning Supervised Research - Python

- Conduct research on Vitamin B12 content, based on other nutritional data in Animal-based product and dishes that could help individuals to enhance their dietary choices, the main target for this data modelling research is the elderly, who are susceptible to vitamin B12 deficiency
- Build models to predict the nutrition content of Vitamin B12 given the food category, using supervised machine learning method. Applying DA techniques of analysing and visualising

IMDB Movie Rating Prediction - Python

- Build Random Forest and Support Vector Machine model to predict the IMDB movie rating. Applying data wrangling techniques, feature selections and visualising.
- Rank 20 out of 300 participants on model's accuracy

MLOPS_House_Prediction – Python

- This project build prediction of Boston house pricing and deploy parallel machine learning training jobs using Kubernetes on Google Cloud Platform (GCP). The purpose of this setup is to enable efficient, scalable, and parallel execution of machine learning tasks with dynamic resource allocation. Along with CI/CD pipeline integration.

Shadow Dimension - Java

- A player interaction Game that has 2 levels of difficulties using Object Oriented Programming. Player gets through the obstacles and fight the enemies without losing all 3 lives to win the game

My Daily Clock – Python

- Create clock interface and timeline for a day using pygame.
- Customise based on my daily timing

AI Puzzle Solver - C

- Build a solver for a Flow Free puzzle, and Dead-end detection function by using Dijkstra's Algorithm

TERTIARY EDUCATION

The University of Melbourne (July 2021 - June 2024)

- Bachelor of Science - Computer and Software Systems (or Computer Science)
- Highlight: High Distinction for all Computing Projects and Assignments

Royal Melbourne Institute of Technology (RMIT) (July 2024 – December 2025)

- Master of Information Technology (Research)
- Highlight:
 - GPA: 3.5
 - Semester 2 2024 achieved **98 for Advanced Programming** and **89 for Practical Data science with Python**

PROFESSIONAL MEMBERSHIP

- Computer and Information System Student Association - Feb 2022 - Current
- Women In Tech - Sept 2021 – Current

INTERESTS

- Biomedical image analysis (MRI, CT, PET) using application of computer science
- Computer Vision
- Enjoy playing basketball
- Music – Guitar and Piano
- Enjoy learning including various new image processing software and hardware systems

REFEREES

Available on request