

# Danny Le

+1 (801)-708-9129 | [dannyle4.contact@gmail.com](mailto:dannyle4.contact@gmail.com) | [linkedin.com/in/dannyle4/](https://linkedin.com/in/dannyle4/) | [github.com/danny-tle](https://github.com/danny-tle)

## Education

<b>University of Utah</b> <i>Bachelor of Arts in Computer Science</i>	Salt Lake City, UT <i>Expected Fall 2026</i>
<b>• Relevant Coursework:</b> Data Structures, Algorithms, Data Wrangling, Computer Vision, Human Center Design, Engineering Probability & Statistics, Linear Algebra, Discrete Mathematics, Calculus II & III	
<b>• Activities:</b> Technical Coding Club, Software Development Club	

## Experience

<b>Web Developer</b> <i>Soup &amp; Sip</i>	Spring 2026 <i>Remote</i>
<ul style="list-style-type: none"><li>Currently working on designing and developing a promotional website for their business opening using Next.js and Tailwind CSS</li></ul>	

## Selected Projects

### **Manual Driving Simulator** | *C++, Qt, Qt Creator*

- Developed a desktop-based manual driving simulator using Qt Creator, allowing users to control a vehicle in a simulated environment with real-time visual updates
- Implemented event-driven input handling through Qt's signal-slot system to process steering, acceleration, and braking interactions

### **Snake Client & Score Server** | *C#, .NET, MVC, SQL Server, TCP/IP, HTTP*

- Developed a networked Snake client that records live game and player data to a SQL Server database, designing relational schemas for games, players, timestamps, and max scores
- Built a lightweight HTTP web server from scratch to dynamically render game history and per-game statistics, implementing proper HTTP/1.1 headers, content length, and UTF-8 encoding

### **SpriteEditor** | *C++, Qt, Qt Creator, qmake*

- Designed and implemented a desktop sprite editor supporting multi-layer editing, per-pixel drawing tools, onion skinning, frame-based animation, and animated sprite export
- Built an event-driven GUI using Qt's signal-slot architecture to manage real-time user interactions between tools, layers, canvas updates, and playback controls

## Skills

**Languages:** C/C++, Python, Java, TypeScript, JavaScript, HTML/CSS

**Developer Tools:** Git, Docker, Next.js, React, Node.js, Tailwind, Excel

**Concepts:** Software Engineering, Data Wrangling, Computer Vision, Frontend