Khoi Le

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Education

Stanford University (3.74/4.0 GPA; 2400/2400 SAT)
2020 B.S Candidate in Symbolic Systems and C.S
Relevant coursework:
Computer science (C++, C, Android, Java)
Game design, HCI, psychology, design thinking, entrepreneurship
Archbishop Mitty High School 2016 (4.55/4.0 GPA)

Experience

Software Engineering Intern
STRIVR
Developed VR enterprise training software. Built VR content pipelining tools and training content for Walmart and NFL Teams. Worked extensively with Unity - C#, Vizard - Python, and QtCreator - C++.

Lab Programmer
Stanford VR Virtual Human Interaction Lab
Used Vizard - Python to design experiences for HTC Vive and Oculus Rift. Created 3D models and animations in 3DS Max. Worked on the Stanford Ocean Acidification Experience for Oculus. Built a perspective taking experiment for Vive.

VR Game Developer
Subdream Studios
Using Unity, designed and built Kingdom Watcher for GearVR and HTC Vive (soon), which has been played over 9,000 times. Prototyped VR user interactions and game mechanics for numerous projects. Created pitch decks, wrote and edited press releases.

Head Intern and Director of Social Media
BoostVC
Doubled engagement on Twitter and Facebook. Started the BoostVC podcast, which continues to air. Did international deal scouting in South America and Southeast Asia. Researched investor information for over 800 private equity investors in North America.

Cofounder and CEO
Lunasphere
Lunasphere is a web platform that allows museums to easily, cheaply, and quickly push informative content to their patrons. Developed the backend and frontend, managed the execution and team, made sales.

Organizations

Director of Corporate Outreach
Rabbit Hole VR: Stanford's VR/AR Community
Manage corporate relations: setting up speakers, developing partnerships, and seeking sponsors.

Operations Manager
The Stanford Mendicants A Cappella Group
Manage logistics for a group of 20 members, create and maintain a database of alumni.

Skills

Coding: C++, C#, Python, Java
Web Dev: Javascript, HTML5, CSS3, Firebase, Angular
Software: Unity, Vizard, GIMP, Blender
Marketing: Twitter, Facebook, Video production

Awards

Microsoft U.S Imagine Cup National Finalist
Lead team to build a HoloLens application to teach children affected by Autism Spectrum Disorder to better recognize facial expressions. Used HoloLens camera and Microsoft Emotion API callbacks in Unity. I created a clean user interface for simplicity and to prevent sensory overload. Top 12/1000 teams in U.S.

3rd place - Global VR Hackathon by VRCore
Designed and created a fully fledged math puzzle game implementing eye tracking (aGlass) as a novel method of interaction. Competed against teams around the world from Germany, Austria, New Zealand, Singapore, and China. Judged by executives from 7invensun, Lenovo, HTC Vive, and uSens.

Languages

English (Native)
Spanish (Professional)
Vietnamese (Conversational)

Interests

A Cappella | Board Games
Water Polo | League of Legends | Piano
Guitar | Juggling | Skiing