Duy H. Le

Houston, TX *duylezero@gmail.com*

Education

Texas A&M University **College Station, Texas**
Dwight Look College of Engineering, B.S. Computer Science *2016 – 2019*

- **GPA**: 3.74
- **Expected Graduation**: December 2019

Core Technical Skills

Languages: C++• Java • C# • Python 3 • HTML • CSS • JavaScript • SQL
Tools/Technologies: Angular/AngularJS • SQL Server • Microsoft Azure • ASP.NET • .NET CORE

Experience

Ethos Group **Irving, TX**
Software Developer Intern *June 2018 – Present*

- Developed Full Stack web pages using Microsoft Entity Framework and .NET Core.
- Used Syncfusion and Telerik libraries to automate car dealership report information.
- Integrated Microsoft Azure's video indexer to efficiently train sales representatives.
- Worked with SCRUM and Agile workflow.
- Utilized RESTful API ideology.

Research

Multi-Robotics Lab (Dr. Dylan Shell) **College Station, TX**
Research Assistant *August 2017 - June 2018*

- Compared two BlackJack game policies with the goal on finding an optimal play.
- Used importance sampling to reduce the sample probability field space down from 52!
- Explored how Bayesian inferencing can help make an informed posterior of skill.

Leadership

Philippine Student Association **College Station, TX**
President *August 2018 - Present*

- Managed a team of 14 officers to coordiate social, philanthropic, sports, and dance events.
- Worked with presidents from all major Texas colleges to organize Goodphil.

Projects

- **Java**
  - Dungeon Crawler-like game with spritesheet parsing, sound integration, custom fonts
  - Custom Database Management system with ANTLR Grammar
- **C#**
  - Basic Unity3D game design and Blendr modeling and rigging
- **C++**
  - Custom memory allocator with OS overhead analysis
  - BASH shell rewrite using text parsing and C functionalities
- **Python**
  - Generate QR codes, download videos, parse Excel files
  - Recipie creator using a database of 10,000 recipies to generate new ones at TAMUHack
- **Processing**
  - Perlin noise terrain generation, Conway's Game of Life, Monte Carlo approximations