Phong Le

703-508-4005 | phongl.hoa@gmail.com | phongl.com | github.com/phongo1

Education

University of Virginia, School of Engineering and Applied Science August 2022 – May 2026

Bachelor of Science in Computer Science, Minor in Applied Mathematics

- Cumulative Grade Point Average: 3.85/4.00 (Dean's List Honors)
- Relevant Coursework: Data Structures, Algorithms, Software Development Essentials, Computer Systems Architecture, Cyber Security, Discrete Mathematics, Software Engineering, Software Testing, Machine Learning

Experience

Software Engineer Intern May 2024 – Present

Ellucian *Reston, VA*

- Developed a rich-text-editor integrated AI writing assistant serving **2900+** higher education institutions globally
- Contributed **6,000+** lines of code to a platform service leveraging AWS Bedrock, SQS, SNS, and Azure AI to enable scalable AI integration into existing company SaaS solutions
- Constructed a cloud-based cache system using **AWS** and **DynamoDB**, reducing enterprise API latency by **92%**

Software Developer Intern May 2023 – September 2023

AiPi Solutions *Reston, VA*

- Led a team of 6 interns in fine-tuning OpenAI's GPT-4o LLM to automate the editing process of Non-Disclosure Agreements, reducing attorney review time by **40%**
- Organized and cleaned a dataset of **300+** revised documents, yielding a model validation token accuracy of **95%**
- Built and deployed a web application using **React** and **Vercel**, allowing model integration into client's workflow

Undergraduate Researcher September 2023 – December 2023

UVA Computer Science Department *Charlottesville, VA*

- Fine-tuned Meta Llama-2 LLM to generate regular expressions representing written software requirements
- Constructed a dataset of **300+** English-to-RegEx conversions for LLM training using PyTorch and Hugging Face

Projects

GradeBuddy | *TypeScript, Next.js, Prisma, MongoDB, tRPC*

- Developed an AI powered grading assistant app to automate free-response grading and increase faculty efficiency
- Enforced type-safe client-server communication with **tRPC** and secure user authentication with **Auth0**
- Automated free-response grading with **OpenAI's API**, integrating text parsing and OCR for input scanning

SimpliSplit | *Python, TypeScript, React Native, Firebase, Venmo API*

- Built a **mobile app** to streamline bill splitting by allowing users to scan a receipt, match friends to receipt items, and send respective Venmo requests with one click, reducing manual effort by atleast 70%
- Implemented receipt scanning with **Tesseract** OCR and automated transaction splitting with **Venmo API**

PageMates | *Typescript, MongoDB, Express.js, React Native, Node.js*

- Engineered a mobile platform to connect readers, support book club communities, and streamline annotations
- Developed a digital annotation feature using **React Native**, **MongoDB**, and OCR, allowing users to scan book pages, highlight text, and make shared or private annotations

Skills

Programming Languages: Python, Java, JavaScript, TypeScript, SQL, C, C++, C#, R, HTML, CSS
Frameworks/Libraries: React.js, Next.js, Node.js, Express.js, Django, TailwindCSS, Jest, Selenium, Material-UI
DevOps: Docker, AWS, Jenkins, Jira, Confluence, Firebase, Git, CI/CD, Bash Scripting, PowerShell, Agile
Databases: DynamoDB, MongoDB, DocumentDB, PostgreSQL, Firebase, MySQL, SQLite

Extracurricular Involvement

Affiliations: Google Developer Groups, Student Game Developers, Club Table Tennis, Vietnamese Student Association
Achievements: NPHMU Arthur S. Vallone Scholar, Carl Herbert Myerley Scholar, Kimmy-Duong Foundation Scholar