

# HUNG LE

## Master's Student at Chalmers University of Technology

@lehunghiep1611@gmail.com  
hung-le.netlify.app

📍 Gothenburg, Sweden

hung-hiep-le

hiephp1611



## EDUCATION

### M.Sc in Computer Science

Chalmers University of Technology

📅 Sep 2023 – Ongoing

📍 Gothenburg, Sweden

- Algorithms, Languages, and Logic master's program with a focus on topics such as artificial intelligence, computer security, and software technology.
- Core Topics: Artificial Intelligence, Machine Learning, Optimization, Software/Hardware Applications, and Programming Languages.

### B.Sc in Computer Science and Engineering

Chalmers University of Technology

📅 Sep 2020 – Jun 2023

📍 Gothenburg, Sweden

- Thesis title: Development of an Immersive Marketing Tool: An Alternate Reality Game for a Master's Programme.
- Developed programming skills in different languages such as: Python, Java, C, C++, MATLAB, React, and Haskell.

## PROJECTS

### Master Thesis – Investigating the Impact of Simulation Fidelity on Automotive Decision-Making Systems

Chalmers - Volvo Group

📅 Feb 2025 – Present

📍 Gothenburg, Sweden

- Developing a simulation environment for sensor testing of autonomous vehicles using Unreal Engine 5.
- Integrating realistic road network data using OpenDRIVE standards and internal tools like SVADDS.

### Bachelor Thesis – Alternate Reality Game for a Master's Programme

Chalmers

📅 Jan 2023 – Jun 2023

👤 hiephp1611/AlternateRealityGame

- Developed Alternate Reality Games, or ARGs, interactive games that use the real world as the scene, immersing players in a unique and exciting experience, using React, Unity, C#, and JavaScript.
- Used Git and Agile methodologies and MoSCoW for effective project management.
- Deployed the website and puzzles using tools such as React, MurfAI, Blender, and ChatGPT.

### Personal Project – NanoGPT

📅 2024

👤 hiephp1611/nanoGPT

- Building a Generatively Pretrained Transformer (GPT), following the deep machine learning principles presented in the paper "Attention is All You Need" and OpenAI's GPT-2/GPT-3.
- Implemented Transformer Architecture on the LLM model, using Tensors and PyTorch.

## ABOUT ME

I am currently pursuing a Master's thesis at Volvo Cars, specializing in simulation environments for autonomous vehicle sensor systems. Passionate about embedded software, autonomous technology, and simulation-driven development. My programming journey began in high school with Pascal language, leading to various exciting personal and academic projects.

I am particularly interested in Artificial Intelligence and Machine Learning, where I can apply my skills to solve complex problems. Notable personal projects I've developed include the Magic Mirror and NanoGPT, using Python.

I thrive in collaborative environments and enjoy tackling challenging subjects that expand my knowledge and skills. I look forward to exploring the evolving technology landscape and contributing to innovative solutions.

## WORK EXPERIENCES

### Homework Helper

Stiftelsen Läxhjälpen

📅 Feb 2023 – Present   📍 Gothenburg

- Providing extra help with regular schoolwork for students and schools facing significant challenges.

### Server & Cashier

Ai Sushi & Vietnamese

📅 Feb 2022 – Sep 2022   📍 Gothenburg

- Worked part-time as a server and cashier at the sushi and Asian cuisine restaurant, Ai Sushi & Vietnamese.

## SKILLS

Python    C    Java    Haskell    C++

HTML    Css    JavaScript    React

C#    MATLAB    Git    SVADDS

Unreal Engine    Unity    CI/CD

## LANGUAGES

English  
Swedish  
Vietnamese

