

# HUNG LE

## Master's Student at Chalmers University of Technology

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in hung-hiep-le

## 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

#### Chalmers - Volvo Cars

Feb 2025 – Dec 2025 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 worked as a Freelance AI-Augmented Developer at Mindrift and enjoy building AI-driven tools and simulations, mainly in Python and C++. My programming journey started in high school and has since grown into projects like a Magic Mirror and NanoGPT-based text models. I'm passionate about AI, machine learning and embedded/simulation-driven development, and I thrive in collaborative environments where I can tackle challenging problems and keep learning.

## WORK EXPERIENCES

### Freelance AI-Augmented Developer

#### Mindrift

Oct 2025 – Present Remote

- Collaborated with AI to shape and finalize outputs for accuracy and reliability.

### Homework Helper

#### Stiftelsen Läxhjälpen

Feb 2023 – Aug 2025 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.

## SKILLS

Python C Java Haskell C++

HTML Css JavaScript React

C# MATLAB Git SVADDS

Unreal Engine Unity CI/CD

## LANGUAGES

English  
Swedish  
Vietnamese

