HUNG LE

Master's Student at Chalmers University of Technology

lehunghiep1611@gmail.com +46 73 879 56 75 Malmö, Sweden hung-hiep-le
hiephp1611 hung-le.netlify.app

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 – 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 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