

HUNG LE

Master's Student at Chalmers University of Technology

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EDUCATION

M.Sc in Computer Science

Chalmers University of Technology

📅 Sep 2023 – Ongoing

📍 Malmö, 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

