## Hoang Minh Le

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San Diego, CA, 92105

#### **Education**

## University of California, San Diego | September 2023 - Current

## **Computer Science Major**

Expected Graduation: August 2025

• Overall GPA: 3.6 | Major GPA: 3.714

### San Diego Mesa College | August 2020 - June 2023

• Overall GPA: 3.91

• Associated Degree in Science for Transfer - Major Computer Science

#### **Relevant Courses**

- Intro to Machine Learning
- Component and Design Techniques for Digital Systems
- Design and Analysis of Algorithms, Mathematics for Algorithms and Systems
- Theory of Computability
- Advanced Data Structures in C++, Intermediate Java Programming
- Computer Organization and Assembly Language
- Intro to Computer Architecture: A Software Perspective
- Software Engineering (CSS, HTML, React, Javascript)
- Database Systems Principles
- Recommender Systems And Web Mining.
- Intro to AI: Probabilistic Models
- Operating System Principles

#### **Projects:**

- *Group*:
  - Build 3 different models that could predict when the likelihood of a personal injury is higher based on the accident details. My work in this project is Data cleaning, encoding the attributes, doing validation splits, and building models, and finding where the model fits in the fitting graph and comparing it to other models).
  - Make a food website allows users to upload recipes in text format. Users can also see other users' recipes and interact with these recipes such as like, mark as favorites, and leave comments. The website also allows users to use tags, and dropdown menus to filter the recipes based on the user's needs.

#### • Individual:

- Write a program in Python that takes as input a representation of an NFA over an alphabet and outputs a representation of a DFA over this alphabet that recognizes the same language.
- Write a program in C++ that encodes and decodes a file.
- Write a program in C++ to implement a graph from a data file (.csv) and then find the weighted/unweighted shortest Path from point A to point B, find the connected components and the smallest threshold.
- Build a Minesweeper like game using Java

# Technical Skills

- Programming Languages: Java, C/C++, Python, HTML/CSS, SQL, Javascript,
  Typescript
- Worked in an agile team before as a scrum master/project manager/developer
- Tools: Microsoft Office, Eclipse, Visual Studio Code, GitHub

#### **Others**

Proficient in both language English and Vietnamese