HOANG LE

+1 931-262-0389 • lehm0@sewanee.edu • LinkedIn: hoangminhle98 • GitHub: hoangminhle98
735 University Avenue, Sewanee, TN 37383

EDUCATION

Sewanee: The University of the South, TN; Bachelor of Science degree expected May 2022

- Mathematics Major & Computer Science Minor; Cumulative GPA: 3.92
- Relevant Coursework: Data Structure, Algorithms, Data Mining, Computer Organization, Deep Learning
- Robert Hooke Prize for Achievement in Calculus, Dean's List
- Ranked in the top third of the Putnam Mathematics Competition 2018

SKILLS & TECHNOLOGIES

Languages: Java, Python, SQL, JavaScript, HTML/CSS
Tools/Frameworks: Spring Boot, RESTful API, Angular, Ember JS, Git, IntelliJ, OAuth 2.0

EXPERIENCE

Software Developer Intern, Viettel Software Service
Hanoi, Vietnam; March 2021 - July 2021

- Collaborated on a cross-functional team of 14 to develop VTMan Chatbot, a Q&A mobile app used by over 10,000 employees of ViettelPost nationwide
- Built backend APIs for VTMAN Chatbot and content management system with Java Spring Boot, MySQL
- Developed Angular components and CRUD services for ViettelStore's web ERP, connected frontend to backend APIs and OAuth service
- Debugged and updated the web UI of VSS Skills Management (built with EmberJS and Ruby on Rails for internal use of 40 people)

Student Tutor/Grader, Mathematics & CS Department, The University of The South,
Sewanee, TN; September 2019 - Present

- Tutored CS students in on the basics of Java and object oriented programming
- Tutored students on homework assignments and test preparation in Calculus I, Multidimensional Calculus and Discrete Math
- Wrote solutions to weekly assignments and exam review sheets.
- Graded written homework assignments

Research Intern, Mathematics & CS Department, The University of The South,
Sewanee, TN; June 2020 - August 2020

- Developed Python programs to generate data of examples and non-examples of symplectic matroids
- Investigated a special case of symplectic matroid and its properties

PERSONAL PROJECTS

Angry Balls

- A game inspired by the classic video game Angry Birds containing 7 levels with different set of game mechanics
- Built with 2D physics engine Matter.js, MatterTools.js, P5.js and JQuery

Gomoku AI

- Built a bot that plays Gomoku that wins against 95% human players on a 10x10 board using MiniMax algorithm
- Designed a web-based UI with pure HTML, CSS and JavaScript

Drag n Drop

- A 2D decoration game with multiple customization options
- Developed web UI with template engine Pug and JQuery

Facial Recognition System

- Developed a Facial Recognition System using FaceNet in keras to perform attendance checking in a classroom of 15 students
- Image processing done with Python, MTCNN and OpenCV

COLLEGE ACTIVITIES

House Director, Asian Language and Culture House, August - December 2020

- Organize activities and events to promote Asian culture and cuisine on campus
- Schedule House meetings, communicate between House residents and Residential Life
- Provide a close-knit community for international and minority students