HUY LE

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EDUCATION

University of Arizona	Tucson, AZ, USA
B.S Computer Science *GPA: 3.97 (Summa Cum Laude)*	Aug 2020 - May 2024

EXPERIENCE

University of Arizona — Tucson, AZ, USA
Computer Science Teaching Assistant — Aug 2023 - Dec 2023

- Supported an expansive class of 100+ students by assisting with in-class activities, grading assignments, and hosting office hours. Designed a class project, which remains in use to this day.
- Worked closely with the professor and other TAs to extensively monitor class progress and quickly respond to student feedback.

University of Arizona — Tucson, AZ, USA
Computer Science Tutor Coordinator — Aug 2022 - May 2024

- Coordinated the center's marketing efforts. Directed a marketing campaign which led to a 7% increase in weekly traffic.
- Used data-driven approaches for scheduling to ensure the center operates smoothly during peak hours.
- Oversaw recruitment, training, and feedback for a team of 17 tutors.

University of Arizona — Tucson, AZ, USA
AI Research Assistant — Oct 2023 - Feb 2024

- Designed surveys to evaluate an AI's performance in recognizing and interpreting game-related skills.
- Coordinated 15 human evaluators for data collection.
- Data analysis and visualization using pandas and matplotlib.

TECHNICAL SKILLS

Programming Languages:	Java, Python, C, JavaScript
Technologies:	React, Node.js, Express, MongoDB
Tools:	Linux, Git, Bash
Relevant Coursework:	System Programming, Database Design, Algorithms, Geometric Algorithms, Principles of Data Science, Object Oriented Programming & Design, Text Retrieval & Web Search, Web Programming, Neural Network, Artificial Intelligence, Parallel and Distributed Programming, Operating Systems

PROJECTS

Phong Vu Price Tracker *MongoDB, Express, React, Vite* https://huyl1.github.io/posts/price
Developed a full-stack website to track prices for more than 12,000 products. Data scraped daily using Scapy (python) running on a google cloud instance.

Spotify Music Player *Java, JavaFX* https://huyl1.github.io/posts/music
Worked in a team of 4 to build a music player with Spotify integration using JavaFX and MVC architecture, following Agile Scrum methodologies. Utilized Spotify's API to retrieve and display song data, including album art, artist name, and track name.

Watson Project *Java, Lucene* https://huyl1.github.io/posts/watson
Implemented a high performance search engine that could answer Jeopardy questions with data from a subset of Wikipedia articles using Lucene. Utilized NLP techniques such as RAKE and Porter Stemming for query expansion and document processing, resulting in a 25% increase in Mean Reciprocal Rank vs. baseline.

Multi-class Emotion Classification *Python, Tensorflow* https://huyl1.github.io/posts/emo
Fine-tuned a BERT language model to identify one or more emotions present in an input text. Automated hyper-parameter tuning using Weight and Biases API. Achieved 5% higher accuracy over the baseline model. The model placed #2 in a class competition.

Weather App *Go, Fyne* https://huyl1.github.io/posts/weather
Built a simple multi-threaded weather app in Go using the Fyne GUI library. The app provided real time weather updates by connecting to a public API.