

John Le

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EDUCATION

University of California, Berkeley

Expected: May 2022

Bachelors of Arts - Computer Science

- **Relevant Coursework:** Algorithms, Artificial Intelligence, Computer Programs, Computer Security, Data Structures, Data Science, Information Devices and Systems I & II, Discrete Mathematics and Probability Theory, Machine Structures
- **Cal Badminton:** Equipment Manager for the club and competed in club meets with various other institutions

SKILLS

- **Programming Languages:** Java, C, Python, SQL, Scheme, JavaScript, HTML/CSS, RISC-V Assembly
- **Tools:** Git, Flask, React/React Native, NumPy, Node.js, Express.js, MongoDB, GraphQL, LaTeX, Heroku

WORK EXPERIENCE

Software Development Engineer Intern - Amazon

Summer 2021

- Incoming Software Development Engineer Intern at Amazon

Software Engineer Intern - Circle (YC W20)

January 2021 - Present

- Interning at YCombinator backed startup developing and testing mobile applications using GraphQL, Google APIs, MERN stack, and other technologies and frameworks
- Develop User Interfaces with React Native for iOS and Android and build additional backend logic with GraphQL and MongoDB integration to handle both synchronous and asynchronous requests

CS 61B (Data Structures) Mentor - UC Berkeley Computer Science Mentors

August 2020 - Present

- Direct weekly tutoring sections with 4-5 students to reinforce data structure concepts
- Contribute towards lesson planning and providing educational material such as weekly problem sets
- Teaching topics include data structures, sorting algorithms, and graph algorithms

Academic Intern - UC Berkeley EECS Department

June 2020 - August 2020

- Academic Intern for CS 61B (Data Structures)
- Assist 30+ students in labs with debugging and reinforcing data structure concepts
- Give guidance to students on assignments, projects, and course material

Teacher Assistant - East Side Union High School District

June 2019 - July 2019

- Assisted teacher in developing coursework for Math Analysis
- Give guidance to 35+ students daily

PROJECTS

Court Queuing System

Github: <https://git.io/JLSjJ>

- Developed a full-stack web application for use by Cal Badminton
- Allows players to sign up on a queue during open gym sessions and sends notifications when it is their turn
- Other features include admin privileges such as removing players and manually prompting notifications
- Designed and built backend service using the Websocket API to allow for real-time collaborative editing
- Languages and Tools: Javascript, HTML/CSS, Express.js, Node.js, React

Todo List

Github: <https://git.io/JLSjF>

- Full-stack web application that supports basic features such as adding, deleting, and editing tasks to a list
- Utilized GraphQL and MongoDB integration to design and build backend
- Also created a mobile frontend version of the Todo List App for iOS using React Native
- Languages and Tools: Javascript, HTML/CSS, GraphQL, MongoDB, Express.js, Node.js, React/React Native

Gitlet

Github: Private Repo

- Developed a simple version control system based on git from scratch
- Designed internal file structures with a hash-based storage system and implemented various basic features
- Some features include file tracking, backup commits, branching, merging, and remote usage
- Languages and Tools: Java