John Le

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EDUCATION

University of California, Berkeley **Expected: May 2022**

Bachelors of Arts - Computer Science

- **Relevant Coursework:** Data Structures, Designing Information Devices and Systems I, Designing Information Devices and Systems II, Discrete Mathematics and Probability Theory, Efficient Algorithms and Intractable Problems, Machine Structures, Structure and Interpretation of Computer Programs
- **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, NumPy, Node.js, Express.js, MongoDB, GraphQL, LaTeX, Heroku

WORK EXPERIENCE

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

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
- Gave 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
- 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 and implemented various basic features
- Some features include file tracking, backup commits, branching, merging, and remote usage
- Languages and Tools: Java