

JOSHUA LE

[linkedin.com/in/joshua-d-le](https://www.linkedin.com/in/joshua-d-le) | joshua.le@nyu.edu | (346) 225-8883 | github.com/joshle298

EDUCATION

New York University

September 2021 - May 2025

Bachelor's Degree in Computer Science, Minor in Mathematics, Minor in Web Programming

- GPA: 3.7/4.0
- Coursework: Natural Language Processing, Computer Vision, Interactive Computing (AR/VR), Computer Security, Algorithmic Problem Solving, Basic Algorithms, Data Structures (Grader/TA), Computer Simulation, Operating Systems, Computer Systems Organization, Linear Algebra, Discrete Math, Applied Internet Technology
- Organizations: Tech@NYU (President), Google Developer Student Club, BUGS@NYU (Eboard), Varsity Swim

EXPERIENCE

Gusto, Incoming Software Engineering Intern

May 2024 - August 2024

- Summer '24

Wayfair, Software Engineering Intern

June 2023 - August 2023

- Worked on the Searches & Recommendations Team responsible for user and product personalization
- Engineered a critical Java-based recommendation system end-to-end for over 22 million active platform users
- Resolved 4 prevalent SDK issues that allowed for increased versatility and cross-team code compatibility

Apple, Software Engineering Intern

June 2022 - May 2023

- Operated within the Business Process Reengineering (BPR) development team to track multiple KPIs and team communication across Higher Education & Channel Sales organizations
- Integrated and successfully optimized 3 application features, resulting in a 47% increase in user engagement
- Reduced codebase errors and warnings by 93%, optimizing runtime speed and development efficiency
- Expanded the usability of an internal app's original iPadOS framework by extending support to include macOS

SendBlue, Software Engineering Intern

September 2021 - April 2022

- Worked on the Core Platform Engineering team to develop a desktop gateway application using ElectronJS
- Recovered 250+ client accounts with the implementation of Firebase email authentication and password recovery

PROJECTS

JigJam, Lead Designer and Developer

November 2023 - December 2023

- Recreated Figma's live multiplayer canvas, FigJam, using p5.js (frontend) and Node.js (backend)
- Live web-app supporting hundreds of simultaneous users with concurrent changes across multiple canvases

Debrief, Lead Designer and Developer

April 2023 - May 2023

- Created an LLM-based mobile application (React Native) that serves user-curated news briefings based on recent news from RSS feeds, Twitter, and Reddit by utilizing Nomic maps (text embeddings) and OpenAI calls

LEADERSHIP

Tech@NYU, President & Mentor

December 2022 - January 2024

- Directed strategic initiatives and nurtured team collaboration for NYC's largest tech-focused student organization

AWARDS AND HONORS

NYU CAS Dean's List (F22, S23, F23)

September 2022 - Present

NYC Generative AI Hackathon: 2nd Place Overall, Nomic Award, Quilt Labs Award

April 2023

HackNYU 2022: Best Creative Hack by Meta

February 2022

KleinHacks 2021: 1st Place Overall & Best First-Time Hacker Award

March 2021

TECHNICAL SKILLS

Languages	Java, Python, JavaScript, C, GraphQL, Go, SQL, PyTorch, HTML/CSS, x86-64 Assembly, MATLAB
Technologies	Git, Xcode, SwiftUI, Docker, Node.js, React, AWS, Unix/Linux, Postman, Firebase, Next.js, GCP