JOSHUA LE

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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), Quantum Computing, Computer Simulation, Operating Systems, Computer Systems Organization, Linear Algebra, Discrete Math
- Organizations: Tech@NYU (President), Google Developer Student Club, BUGS@NYU (Eboard), Varsity Swim

EXPERIENCE

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 - Present

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

Apple, *Campus Leader*   May 2022 - May 2023

- Designed events, workshops, and integration methods centered around iOS development/Apple technology

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