

JOSHUA LE

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EDUCATION

New York University

September 2021 - May 2025

Bachelor's Degree in Computer Science, Minor in Mathematics

- 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, Software Engineering Intern

May 2024 - Present

- Working on the Personal Finance team, responsible for providing over 6.5M employees access to their earned income, on-demand pay, and useful methods of managing their money via web and mobile platforms
- Implementing 401k account visibility and access for users, capturing a ~2M increase in annual recurring revenue

Kleiner Perkins, Engineering Fellow

May 2024 - Present

- Selected as a Kleiner Perkins Fellow, a competitive program recognizing the top 3% of engineering talent from leading universities, enabling direct involvement in industry-leading projects with Silicon Valley startups

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
- 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

AWARDS AND HONORS

NYU CAS Dean's List (F22, S23, F23, S24)

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