

# Anh Quynh Le

335 N 40 St. Unit 1, Philadelphia, PA, 19104

Contact: (215) 834 – 8222 | [anhquynhle.com](http://anhquynhle.com) | [le.masque.anh@gmail.com](mailto:le.masque.anh@gmail.com)

## EDUCATION

Philadelphia, PA **Drexel University**  
Graduated in June 2017 **Bachelor of Science in Computer Science**  
Academic Honor in Dean's List 2013 - 2017

## WORK EXPERIENCES

Philadelphia, PA **Oracle Primavera**  
April – September 2016 **Software Engineer**

- Worked in the software features team to develop Prime application's user interfaces using JQuery, Javascript, Requirejs, and Grunt.
- Worked closely with a team of 10 members to plan, design, and develop the software's solutions in 3-month Agile development cycle.
- Designed manual tests and QUnit tests to ensure the app's quality and high percentage of code coverage.

Philadelphia, PA **Oracle Primavera**  
April – September 2015 **Software Engineer**

- Modified and upgraded team's web pages from an existing infrastructure to a new model-view-controller architecture to enhance the code efficiency, usability, and maintainability.
- Communicated and cooperated with team members to discuss changes to product functionality and to ensure quality and consistency across specific products.
- Worked in Scrums and cross team environments to plan and develop software solutions.

Philadelphia, PA **Univtop**  
Oct 2015 – April 2016 **Cofounder - UX designer**

- Analyzed user interaction design trends and developed design guidelines for a heavy-content mobile application allowing international students to connect find and exchange information about studying abroad.
- Developed user interfaces prototyping for iOS using Illustrator and Axure RP and improved the user experience and usability by analyzing the user's feedback.
- Participated and consulted in all meetings including business, marketing, and technical design aspects.

## PERSONAL PROJECTS

Philadelphia, PA **Lifekit**  
Dec 2016 – Jun 2017 **Front end Developer**

- Designed and implemented a user interface for a mobile application that detects when users are experiencing a drug overdose and applies an emergency protocol to auto call for help.
- Designed high fidelity prototype with Illustrator and implemented the app using Ionic 2, Angular2, Bootstrap and Sass.
- Cooperated with team members to develop a new device to detect drug overdose using Arduino and processed the data via Bluetooth on a mobile device to decide the triggering of an emergency response.

## SKILLS

Software	Eclipse – Microsoft Visual Studio – Webstorm – Axure RP – Adobe (Photoshop, Illustrator)
	Vagrant – AutoCad - Solidwork
Programming Language	Java, Javascript, Angular2, C++, Nodejs, HTML5, CSS3, Python, mySQL, JQuery, Ionic 2, Less
Operating System	Linux, Windows, MacOS