

CONTACT



Portland, OR



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SKILLS

- Linux
- Github/Gitlab/Git
- Visual Studio
- C++/C
- Embedded Systems
- C#
- GStreamer
- Systems Integration
- Javascript
- HTML
- Unreal Engine 5
- Blueprint
- React.js
- Document Compliance

KIEN LE

KIEN-LE.COM



EXPERIENCE

MECOP CS Intern Flex Force Enterprises - Portland, OR

06/2023 - 12/2023

Worked in an engineering team. We developed embedded systems, and on my main project, I was working more independently on the integration and optimization of tracking software. I utilized tools from Nvidia such as Jetpack and Deepstream. I worked extensively with Linux systems, C++/C, and GStreamer to incorporate tracking software into product displays.

MECOP CS Intern Tektronix - Beaverton, OR

03/2022 - 09/2022

Worked on Innovations and Development Team for the Ops department. Worked on multiple projects that involved the training of AI image-detection models, as well as an API integration with C#/NET.



EDUCATION

Bachelor of Science (B.S.): Computer Science

Oregon State University - Corvallis, Oregon

Awards & Honors

- Minor: Business and Entrepreneurship



REFERENCES

References available upon request



PROJECT (DASHER BLITZ)

1st place winner of the 2023 Oregon State University Game Competition.

Developed by my team and I (Dataflow Games), Dasher Blitz is a delivery style vehicle driving game that has different maps, in-game objects, multiple vehicles, and a continually improving experience for users. Dasher Blits was developed with Unreal Engine 5 and utilized the C++ and Blueprint capabilities. We also used Blender as a model and animation tool.



PROJECT (PERSONAL WEBSITE)

Kien-le.com

Using React libraries, I created a personal website to showcase myself and my portfolio. Skills I utilized included CSS, Javascript, and the Next and React Libraries. Deployed on Vercel. Please visit Kien-le.com for more information on anything on this resume.

