Kien Le

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Experience

JUN '23 - PRESENT

MECOP CS Intern | Flex Force Enterprises, Portland, OR

Worked on the ASP device, specifically on the On-Screen-Display functionality. Utilized the Nvidia Jetpack toolset on a device called the Jetson. The focus was on the tracking software tools provided by Nvidia Jetpack, and I am in charge of developing methods of detection and tracking for target objects.

MAR '22 - SEP '22

MECOP CS Intern | Tektronix, Beaverton, OR

Worked on Innovations and Development Team for the Ops department. Worked on multiple projects that included the training of AI image-detection software as well as an application to utilize it with the on-prem system. Development in C# code.

Education

JUN '23

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

Oregon State University, Corvallis, OR

(Awards And Honors) (Minor in Business & Entrepreneurship)

Skills

(C++) (C#) (Javascript) (Embedded Systems) (GStreamer) (HTML) (Unreal Engine 5) (Blueprint)

(React.js)

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.