

Patrick Le

SOFTWARE ENGINEER · PRODUCT MANAGER · WEB DEVELOPER

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Skills

Programming Languages: C++, JavaScript, Java, Python, SQL

Frameworks & Tools: Git/Github, REACT, REACT Native, GraphQL, TensorFlow, Google Protobufs

Leadership Work: ACM@UCR Vice Chair (17/18), ASUCR BCOE Senator (17/18), Citrus Hack Sponsorship Chair (16/17)

Work Experience

Microsoft - Office Experience

SOFTWARE ENGINEER

Expected Aug 2019

Redmond, WA

Amazon - Alexa Smart Home Mobile

SOFTWARE DEVELOPMENT INTERN

Sept 2018 - Dec 2018

Seattle, WA

- Worked on the Alexa Smart Home Mobile GUI using React Native, and Native Android & iOS
- Implemented Smart Home devices group's & category's entities controls such as power, brightness, color, locks, & temperature
- Feature is expected to bring customer's coverage from 75% to 99% by adding new capabilities to over 1.4 million costumers.

Informatica - Cloud Services

SOFTWARE ENGINEER INTERN

June 2018 - Sept 2018

Redwood City, CA

- Migrated large parts of Informatica's ICS to REACT which improved full rendering performance from 2,000ms to 100ms
- Contributed to Informatica's internal REACT UI framework which is currently being used throughout their web products.
- Integrated brand new REACT UI component with Informatica's Java back-end severs and multiple databases

Associated Students of UC Riverside

SOFTWARE LEAD / PRODUCT MANAGER / ENGINEERING SENATOR

June 2017 - June 2018

Riverside, CA

- Implemented & maintaining a Flask back-end server and SQL database for managing over 5K student records/votes
- This project supported a candidate pool of 60+ individuals, 20K+ students body and saving \$8K+ in unnecessary spending

Embedded System Research Lab @ UCR

UNDERGRADUATE RESEARCHER

Sept 2017 - June 2018

Riverside, CA

- Worked under a grad student on planarization of non planar graphing algorithms and graphing optimization for microfluidics

Zodiac Inflight Innovations - Content Delivery

SOFTWARE ENGINEER INTERN

June 2017 - Sept 2017

Brea, CA

- Implemented a conversion tool for backwards compatibility between tablets and content distribution APIs systems
- The conversion tool can fully blend a 1+ terabytes content set from 16 hrs to 1hr by using multi-threading and OS optimization.
- Worked on the content distribution team and contributed several distribution functionality using Google Protobufs and QT.

Department of Computer Science & Engineering @ UCR

TECHNICAL GRADER

Sept 2016 - Jan 2018

Riverside, CA

- Implemented an automation grader tool for CS100 (Software Construction) that can grade hundreds of Github Repos
- Decreased total grading time from 4+ days to 20 minutes and graded 1000+ students.

Projects

Clarity - Pandora Podcast (Senior Design)

SOFTWARE DEVELOPER

- Integrating several RESTful & full stack features for content delivery, mp3 playback, content cloud play / streaming.

Huddle - Software Scrum Cycle Management App

PRODUCT MANAGER / LEAD DEVELOPER

- Led a team of 4 in building a web application using REACT, Google's Firebase, and contributed several full stack features.

EyeMap - Computer Vision

SOFTWARE DEVELOPER MEMBER

- Implemented an eye tracking device using the user's webcam which is mapped relative to what the user see on the screen.

Education

University of California, Riverside

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

Expected Grad: Spring 2019

GPA: 3.24