Max Le

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EDUCATION

CARNEGIE MELLON UNIV.

B.S. in Computer Science

Expected May 2019 | Pittsburgh, PA

QPA: 3.49/4.0

Dean's List (Fall 2015, Spring 2017)

PHILLIPS EXETER ACADEMY

Grad. June 2015 | Exeter, New Hampshire

COURSEWORK

UNDERGRADUATE

Introduction to Machine Learning

Parallel and Sequential Data Structures and Algorithms

Great Theoretical Ideas in CS

Introduction to Computer Systems

Functional Programming

SKILLS

PROGRAMMING LANGUAGES

Advanced

• Python • Scala • SML • C

Familiar

• HTML5 • CSS • JavaScript • Swift

• LaTeX

TECHNOLOGY

Advanced

• Apache Spark • Git

Familiar

• iOS • Pygame • jQuery • Django

OTHER LANGUAGES

Advanced

• English • Vietnamese • Chinese

Familiar

• Japanese

EXPERIENCE

CENTER FOR MACHINE LEARNING AND HEALTH

Research Assistant

May 2017 – Present | Pittsburgh, PA

- Help develop a system that builds predictive models from UMPC clinical data to assist health-care professionals
- Write Spark applications in Scala that pre-process data, select features with reliefF algorithm, and integrate cost-sensitive learning with MetaCost algorithm
- Test the machine learning pipeline, tune the performance, and integrate the pipeline into the system

FUND. OF PROGRAMMING AND CS | Head Teaching Assistant

May 2017 – July 2017 | Pittsburgh, PA

- Managed summer session with 10 TAs and 60 students
- Planned daily recitations, weekly and exam review sessions
- Held office hours and handled course logistics

FUND. OF PROGRAMMING AND CS | Teaching Assistant

January 2016 – December 2016 | Pittsburgh, PA

- Taught Recitations for a section of approximately 30 students
- Held office hours, weekly review sessions, and private tutoring
- Mentored end-of-term projects for 10 students

PROJECTS

15112 SAYS | Fundamentals of Programming and CS

July 2017

- Wrote a web application that scraps Piazza posts and creates a random, funny sentence for each TA every time the web page is refreshed
- Used Piazza API, first-order Markov Chain, and Django

THE GREAT KOTSBY | Fundamentals of Programming and CS

November – December 2015

- Wrote a side-scroller, multi-level adventure game based on the web game The Great Gatsby and the Slenderman
- Used Python and Pygame module