Linh Le

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Education

University of California, San Diego

B.S. Cognitive Science Specialization in Design and Interaction **Dec 2021**

Minor: Computer Science **GPA: 3.68**

Skills and expertise

Languages: JavaScript, React, React Native, TypeScript, Python, Java, Go, Ruby, SQL, HTML, CSS

Tools and Framework: React.js, Node.js, Ruby on Rails, React Redux, Git, GraphQL

Projects and experience

Software Engineer *Coinbase- Onboarding Team* Jan 2022 - Jan 2023

- Led a team of front-end engineers to implement a progressive onboarding project, resulting in a seamless and engaging experience for over +10,000 daily website and mobile app users.
- Monitored and maintained live-time dashboards in Datadog for user event analysis using state of the art analytic services.
- Acted as the primary on-call frontend engineer 24/7 to handle service level agreements (SLAs) for incident response times.
- Identified, refactored legacy code with React Testing Library, elevating data integrity and liability for 98M+ verified users and expanding project testing coverage.
- Collaborated with engineering teams across functions to deliver multi-disciplinary projects.

Software Engineer Intern *Coinbase- Commerce Team* Jun 2021 - Sep 2021

- Improved usability of Commerce website, positively impacting over 8.8 million users.
- Developed the user interface for adding transaction fees to the Commerce payment application.
- Collaborated with designer team to discuss and finalize the design.

Pomodoro Timer App *University of California, San Diego* Jan 2021 - Mar 2021

- Led design process as UX Designer for Pomodoro interfaces.
- Delivered end-to-end designs, with user flows, info architecture, UI wireframes, UX research, low and high-fidelity prototypes.
- Built front-end components interacting with users and API services.

Undergraduate Research Intern *Qualcomm Institute (San Diego, CA)* Sep 2020 - Mar 2021

- Developed an innovative graph-based and AI-assisted tool used for curriculum design, which increases students' graduation success rate and reduces time to graduation.
- Used Python and Neo4J as the main graph data store to represent the curriculum graph network.