Long Nguyenle

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Education

University of Washington **September 2023 - Present**
Bachelor of Science in Computer Science, **GPA: 3.78**
Relevant Coursework: Data Structures, Algorithms, Operating Systems, Distributed Systems, Machine Learning, Computer Networks

Edmonds College **September 2021 - June 2023**
Relevant Coursework: Calculus, Linear Algebra, Differential Equations

Experience

Amazon AWS **Seattle, WA**
Incoming SDE Intern **June 2025 - September 2025**
- Nothing yet :)

UW BIOE Sauro Lab **Seattle, WA**
Student Researcher **March 2025 - Present**
- Assisting in developing a React web-based text editor for the biological modeling language called Antimony.
- Currently tasked with implementing the automatic annotation of anatomical models and molecules in the Antimony language.
- Sped up implementation of annotation recommendation algorithms from minutes to seconds by changing implementation of algorithms using external math Javascript libraries to standard Javascript arrays.

Mukilteo Robotics **Mukilteo, WA**
Volunteer Instructor **June 2023 - Present**
- Wanted to create a difference in my local community and help students succeed in their engineering journeys,
- Collaborating in guiding Middle School and High School students through the Vex Robotics Competition to tackle engineering challenges.
- Educating students on programming robots using Blockly, Python, and C++ and implementing mechanisms like PID loops for manual and autonomous robot control.

Projects

Habit Productivity App:
- Wanted to create an app that would gamify productivity and make it easy to share progress with others.
- A React Native application that encourages users to be productive through a 3D garden environment.
- Responsible for implementing the interactive 3D environment with smooth user flow through React Three Fiber and assisted with linking frontend with Supabase backend to store user data and progress and download 3D models.

Python Go:
- A Python implementation of the board game Go to practice Python and numpy.
- pygame frontend utilizing game design object oriented abstractions like actors and scenes.
- numpy backend with DFS algorithms used to calculate scores and captured pieces.

Operating System Course Projects:
- Worked throughout an operating systems course to implement dynamic memory management, a inode based filesystem, and unix system calls like fork and exec in C.

Skills

Languages: Java, C++, C, Python, Javascript, Typescript, HTML, Dart
Frameworks & Libraries: React, React Native, OpenGL, Node.js, OpenCV, Unity, Flutter, NumPy, pandas
Technical Skills: Full-Stack Development, Object Oriented Programming, Data Structures, Algorithms, Git, Operating Systems, Compilers, Distributed Computing, Machine Learning, Linux