Michael Le

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EDUCATION

University of California, Irvine, 09/2018 - Current (Junior)
Bachelor of Science in Software Engineering in June 2022
Cumulative GPA: 3.24/4.00 (Dean's Honor List)

RELEVANT COURSEWORK

Current Coursework
CS 122A: Introduction to Data Management, CS 143A: Principles of Operating Systems, IN4MATX 151: Project Management, IN4MATX 121: Software Design

Courses Completed Including CS Coursework
ICS45C: Programming in C/C++, STATS 67: Introduction to Probability & Statistics for CS, ICS31: Intro to Programming in Python, ICS 6B: Boolean Algebra & Logic, ICS 32: Programming with Software Libraries, ICS 33: Intermediate Programming in Python, IN4MATX 43: Introduction to Software Engineering, Math 3A: Linear Algebra, ICS 46: Data Structure Implementations & Analysis, ICS 6D: Discrete Math for CS, IN4MATX 113: Requirements Analysis & Engineering, CS 51: Intro to Computer Organization, CS 161: Design & Analysis of Algorithms, IN4MATX 115: Software Test & Quality Assurance

SKILLS

Programming: Python, C++, HTML, CSS, JavaScript, Java **Other:** Excel, R, Jupyter Notebooks
Non-Technical: Works Well in Teams, Strong Computer Skills, Communication, Cooperation, Adaptability, Fast learner, Organization, Time Management, Friendly, Bilingual (English & Vietnamese)

Experience

Search Engine (Python):
Worked in a team to build a search engine that scraped a script and outputs the top n words that occurred in the script while building a weighted graph.

- Designed and created a linked list graph
- Managed the time conflict among team members
- Focus was on regular expressions

Generate / Solving Maze and Recursion (C++):
Built a program that generates mazes and solves them using recursion

- Learned efficient recursive algorithms to implement
- Improved knowledge of how mazes are created
- Able to test against other user-created recursive algorithms to test which is better in performance

Othello AI (C++):
Implemented artificial intelligence for the game of Othello, playing against AI or other users.

- Focus on Binary Search Trees and seeing making the best possible move while trying to make the opponent make the worse possible move
- Developed and designed my own algorithm to challenge other AI's
- Simulation and AI practice

Directed Graphs and maps (C++):
Built a program that uses a directed graph to store input locations and Djikstra's algorithm to find the shortest distance or fastest time from one location to the next.

- Developed and implemented Dijkstra's Algorithm to simulate a GPS
- Implemented my own Directed Acyclic Graph
- Focus was on best performance and the best efficiency