

Nicholas Le

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EDUCATION

University of California, San Diego
B.S. in Computer Engineering - 3.8 GPA

Aug. 2024 – June 2027
San Diego, CA

WORK EXPERIENCE

Software Engineering Intern

Health1st.ai - WinFully on Technologies

June 2025 – Present
Alpharetta, GA (Remote)

- Architected a distributed microservices platform with secure multi-tenant isolation, enabling role-aware partitioning across providers, patients, and administrators.
- Built real-time multimodal AI workflows by streaming audio to a low-latency Whisper STT pipeline, powering live transcription, conversational commands, and contextual agent responses.
- Integrated Model Context Protocol (MCP) to orchestrate scheduling, eligibility checks, and record lookups through declarative AI tool interfaces.
- Designed an event-driven backend (FastAPI, PostgreSQL, Redis) with sub-second synchronization and containerized deployments via Docker Compose + TurboRepo.

Lead Developer and Assistant Instructor

Goose Creek Golf Academy

Mar. 2022 – Feb. 2024
Jurupa Valley, CA

- Deployed an iOS app in SwiftUI that authenticates users via Firebase Auth, fetches swing metrics stored in Firestore, and displays interactive charts to track performance trends and reduce manual data lookup.
- Leveraged Trackman launch monitor and wearable sensor analytics to deliver biomechanical insights, improving student swing consistency.
- Designed and maintained a performance tracking database, generating weekly progress reports and actionable coaching plans.

PROJECTS

RoboSub Team Website | *React, JavaScript, HTML/CSS, MongoDB, Figma, Git*

Jan. 2025 – Present

- Building a full-stack platform for UCSD RoboSub with dynamic content management, user authentication, and role-based access control
- Designed high-fidelity Figma prototypes and implemented pixel-perfect React components for responsive UI across devices
- Architected RESTful API endpoints using Express.js and MongoDB to serve real-time project logs, event calendars, and member directories
- Implemented CI/CD pipelines via GitHub Actions for automated testing, linting, and deployment to Netlify, halving release cycles

Date Tracker iOS App | *Swift, SwiftUI, Firebase Firestore*

Mar. 2025 – Apr. 2025

- Engineered an offline-capable Firestore data layer with real-time conflict resolution, so paired users always see each other's updates instantly.
- Built custom SwiftUI calendar & timeline components with adaptive light/dark themes and subtle haptic cues for a more immersive feel.
- Streamlined user onboarding with one-tap pairing via Firebase Auth & Dynamic Links, handling invites, permissions, and edge-case errors gracefully.
- Powered dynamic Lock-Screen widgets and in-app reminders using Firebase Cloud Messaging + Cloud Functions

Hookpoint Collaboration – Video Game | *Unity, C#, Git*

Aug. 2023 – Mar. 2024

- Developed a dynamic hooking mechanic with C# coroutines and physics joints, enabling realistic object interactions under varying conditions
- Optimized NavMesh generation and custom A* heuristics to improve AI pathfinding efficiency
- Coordinated iterative playtesting sessions, gathered user feedback, and refined gameplay balance and UI elements accordingly

SKILLS AND COURSEWORK

Languages: Java, C, JavaScript, Typescript HTML/CSS, Swift, Python, Bash

Frameworks/Libraries: React, Node.js, SwiftUI, MongoDB, Firebase

Certifications: Pearson IT Specialist, IC3 Digital Literacy, FCC Responsive Web Design, Social Media for Business

Relevant Courses: Accelerated Intro to Programming (CSE 11), Data Structures & OOP (CSE 12), Discrete Mathematics—proofs & combinatorics (CSE 20), Systems Programming & Tools (CSE 29), Computer Organization & Architecture (CSE 30)