

Phong Le

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EDUCATION

University of Virginia, School of Engineering and Applied Science

August 2022 – May 2026

Bachelor of Science in Computer Science, Minor in Applied Mathematics

- Cumulative Grade Point Average: 3.85/4.00 (Dean's List Honors)
- Relevant Coursework: Data Structures, Algorithms, Software Development Essentials, Computer Systems Architecture, Cybersecurity, Discrete Mathematics, Software Engineering, Software Testing, Machine Learning

EXPERIENCE

Software Engineer Intern

May 2024 – Present

Ellucian

Reston, VA

- Developed a rich-text-editor integrated AI writing assistant serving **2900+** higher education institutions globally
- Built a scalable multi-agent LLM infrastructure utilizing **AWS Bedrock** and **Azure AI** to generate dynamic context-aware language, reducing manual editing time by **30%** and improving content delivery speed by **50%**
- Constructed a cloud-based cache system using **AWS** and **DynamoDB**, reducing enterprise API latency by **92%**

Software Developer Intern

May 2023 – September 2023

AiPi Solutions

Reston, VA

- Led a team of 5 interns in training **OpenAI's 4o LLM** to automate the editing process of Non-Disclosure Agreements, reducing attorney review time by **40%** and increasing document processing efficiency by **50%**
- Organized and cleaned a dataset of **300+** revised documents, yielding a model validation token accuracy of **0.95**
- Built and deployed a web application using **React** and **Vercel**, allowing model integration into client's workflow

Software Developer Intern

September 2023 – November 2023

Spotlist

Remote

- Implemented a mobile-app one-time password (**OTP**) authentication system using **Node.js** and **Twillio API**
- Developed an end-to-end customer feedback service using **React Native**, **Django Rest**, and **PostgreSQL**

PROJECTS

GradeBuddy | *TypeScript, Next.js, Prisma, MongoDB, tRPC*

- Developed a **grading assistant app** with **Next.js** and **TypeScript**, implementing **Auth0** user authentication
- Enforced type-safe client-server communication with **tRPC** and engineered a scalable database with **MongoDB**
- Automated free-response grading using **OpenAI's API**, incorporating text parsing and **OCR** for input processing

SimpliSplit | *Python, TypeScript, React, Firebase*

- Built a **mobile app** that **streamlines bill splitting** by allowing users to scan a receipt, match friends to receipt items, and send respective Venmo requests accordingly with one click, reducing manual effort by **80%**
- Implemented **tesseract** for receipt scanning (**OCR**), **React Native** for front-end mobile development, **Venmo API** for payment processing, and **Firebase** for real-time database storage and authentication

RegEx LLM Generator | *Python, Pytorch*

- Fine-tuned **Meta Llama2 LLM** to accurately generate regular expressions representing written English requirements, significantly reducing language ambiguity in written requirements
- Constructed a foundational dataset of **200+** English to RegEx conversions for LLM training through **PyTorch**

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript, SQL, C, C++, C#, R, HTML, CSS

Frameworks and Libraries: React.js, Next.js, Node.js, Django, TailwindCSS, JUnit, Jest, Selenium, Material-UI

DevOps and Other Tools: Docker, AWS, Jenkins, Jira, Firebase, Git, CI/CD, Bash Scripting, PowerShell, Agile

COMMUNITY INVOLVEMENT & ACHIEVEMENTS

Affiliations: Google Developer Group, Student Game Developers, Club Table Tennis, Vietnamese Student Association

Achievements: NPHMU Arthur S. Vallone Scholar, Carl Herbert Myerley Scholar, Kimmy-Duong Foundation Scholar