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 GPA: 3.82/4.00 (Dean's List Honors)

EXPERIENCE

Undergraduate Researcher

Aug 2025 – Present

Charlottesville, VA

UVA Engineering

- Drove development of **floodwatch.io**, a flood risk monitoring platform servicing **58**+ Vietnamese provinces in partnership with The Ho-Chi-Minh City Department of Science and Technology
- $\bullet \ \, \text{Built a device registration system with } \mathbf{Next. js} \ \, \text{and} \ \, \mathbf{Prisma}, \, \text{supporting } \mathbf{30} + \, \text{LiDAR rain gauges across Vietnam} \\$
- Engineered tRPC APIs to streamline 20,000+ daily weather readings, driving continuous flood risk predictions

Software Engineer

Aug 2025 – Present

the Course Forum

Charlottesville, VA

- Maintained a Python/Django course and instructor review platform supporting 18,000+ UVA students
- Built a reviews summarization feature with AWS Bedrock, saving students time in course/instructor selection
- Developed a course flow chart with UVA SIS API, streamlining academic planning and progress tracking

Software Engineer Intern

Jun 2025 – Aug 2025

Appian

McLean, VA

- Deployed DataDog monitors on production SQS queues, reducing incident response times by atleast 90%
- Replaced legacy admin access system with secure, just-in-time logins using **Teleport**, **improving compliance** and **reducing time-to-access** for Support Engineers diagnosing customer sites
- Provisioned and tuned **Kubernetes** network policies via **Helm charts**, strengthening cluster security and enabling targeted cross-Pod communication for **300**+ customer apps and internal services
- Won intern hackathon with an AI-powered service leveraging **Gitlab CI/CD** and **AWS Bedrock** to automatically update documentation from source code changes, accelerating delivery of feature impacted technical docs by **3**×

Software Engineer Intern

May 2024 – April 2025

Ellucian

Reston, VA

- Developed a rich-text-editor integrated AI writing assistant serving 2900+ higher education institutions globally
- Contributed 6,000+ lines of code to a platform service leveraging AWS Bedrock, SQS, SNS, and Azure AI to enable scalable AI integration into existing company SaaS solutions
- Reduced enterprise API latency by 85%+ through cloud-based caching using AWS Lambda and DynamoDB
- Engineered comprehensive TypeScript unit-tests for React and AWS modules, sustaining 70%+ code coverage

Projects

SimpliSplit | Python, TypeScript, React Native, Firebase, Venmo API

- A mobile app to streamline bill splitting by allowing users to scan a receipt, match friends to receipt items, and send respective Venmo requests with one click, reducing manual effort by at least 75%
- Implemented receipt scanning with Tesseract OCR and transaction processing with Venmo API

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

- An AI powered grading assistant app to automate free-response grading and increase faculty efficiency
- ullet Enforced type-safe client-server communication with ${f tRPC}$ and secure user authentication with ${f Auth0}$
- Automated free-response grading with OpenAI API, integrating text parsing and OCR for input scanning

SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript, Go, Terraform, SQL, C++, R, HTML, CSS Frameworks/Libraries: React.js, Next.js, Node.js, Express.js, Django, TailwindCSS, Jest, Selenium, Prisma, tRPC DevOps: Kubernetes, Docker, AWS, Jenkins, Jira, Confluence, Git, CI/CD, Bash Scripting, PowerShell, Agile Scrum Databases: DynamoDB, MongoDB, DocumentDB, Firebase, PostgreSQL, MySQL, SQLite