Steven Le

408-386-1596 | stevenleusa79@yahoo.com | linkedin.com/in/steeevin/ | github.com/steeevin88 | stevenle.is-a.dev

EDUCATION

San Jose State University

Aug. 2022 - May. 2026

B.S. in Computer Science (GPA: 3.91/4.0)

• **Relevant Coursework**: Data Structures and Algorithms, Operating Systems, Object-Oriented Programming, Server-Side Web Programming, Intro to Database Management Systems, Information Security, Software Engineering

EXPERIENCE

Tesla Incoming August 2025

Software Engineer Intern

Fall 2025, Vehicle Software (Infotainment)

Meta May 2025 - Aug. 2025

Software Engineer Intern

Menlo Park, CA

- · Facebook's Events Product Team, developed backend infrastructure to support new Ticketmaster integrations
- Modified Facebook's Official Events API to accommodate richer event details from third-party platforms (ex. Eventbrite)
- Utilized internal pub/sub tooling to efficiently handle notifications distribution to millions of Facebook users
- Engineered a Dataswarm pipeline to manage scheduling asynchronous jobs that publish notifications for event followers

Fetch.ai Aug. 2024 – Dec. 2024

Software Engineer Intern

Remote

Palo Alto, CA

- Implemented a TypeScript NPM package of Fetch.ai's uAgents Python SDK, facilitating autonomous agent creation
- Refactored Zod OpenAPI functions to align with Pydantic's schema generation, ensuring cross-platform compatibility
- Redesigned 15+ Jest test suites, enhancing reliability in file-based state management of autonomous agents

United States Geological Survey (USGS)

May 2024 - Sept. 2024

Software Engineer Intern

Moffett Field, CA

- Developed an internal earthquake response platform to assist scientists in visualizing real-time seismic activity
- Constructed interactive maps displaying GeoJSON data for 300+ earthquakes with Python's Folium and PyGDAL
- Administered application deployment to an internal Rocky Linux Server for access by 15+ inter-team researchers
- Optimized AutoSSH and SQLAlchemy connection settings to reduce database query latency by ~40%

SJSU College of Engineering

Dec. 2023 - Feb. 2024

Software Engineer Intern

San Jose, CA

- Built a data pipeline containerized in Docker utilizing Python's FastAPI for API requests to 511 SF Bay's Portal
- Applied multi-threading to update cached transit data, reducing API calls and request response time by ∼500ms
- Configured NGINX as a reverse proxy, applying DNS resolution and URL rewriting to reroute incoming traffic
- · Monitored system performance with Prometheus, tracking latency metrics for 4000+ monthly requests

PROJECTS

Roomy | Python, FastAPI, Next.js, uAgents, Google Gemini API, Docker

- Engineered an AI-powered smart home assistant, applying tool-former and Auto-GPT research-paper concepts
- Parallelized processes through Fetch.ai's uAgents framework and integrated RPC to reduce API calls by 50%
- Winner of Fetch.ai's "Best use of Al Agents", placing 1st out of 200+ teams of 4 at the LAHacks 2024 hackathon

AngelShot | Next.is, TypeScript, VAPI, ElevenLabs, Deepgram, Twilio

- Built AI-based emergency contact simulation service, won VAPI's "Best Hack for Impact" at CalHacks 2024 hackathon
- Generated conversation-relevant trigger words with Groq's Llama3 (80B), redirecting calls to emergency services if spoken
- Incorporated dynamic voice modulation with ElevenLabs, matching voice assistants and tone to conversation contexts

DCMH Pantry | Next. is, Typescript, Tailwind CSS, DaisyUI, MongoDB, PropelAuth

- Built donation management platform for Davis Community Meals and Housing, MLH Prize winner at HackDavis 2024
- Integrated role-based permissions with PropelAuth APIs, securing inventory access for 25+ DCMH employees
- Established email blast subscription service with Resend SDK, providing inventory updates to 15+ recurring donors

TECHNICAL SKILLS

Languages/Frameworks: Python, Java, JavaScript, HTML/CSS, React, React Native, PHP/Hack, SQL **Developer Tools**: Git/GitHub, Linux, Docker, Prometheus, Grafana, GeoJSON