

# Tony Le

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<https://tonyhuyle.github.io/> · <https://github.com/tonyhuyle>

## EDUCATION:

University of Houston

**Bachelor of Science, Computer Science**

Minor in Mathematics

**Expected Graduation Date: May 2025**

**GPA: 3.22**

## Relevant Coursework:

- |                       |                                  |                    |
|-----------------------|----------------------------------|--------------------|
| • Database Structures | • Algorithms and Data Structures | • Database Systems |
| • Operating Systems   | • Automata and Computability     | • Software Design  |

## TECHNICAL SKILLS:

**Programming:** C++, PowerShell, Python, CSS, HTML, Quarto, R, CSS, JavaScript, PHP, Git

**Software:** Unity, Microsoft Office, Ubuntu, GitHub, VS Code, Repl.it, PostgreSQL, XAAMP

**Developmental Methodologies:** Agile and Waterfall

**Frameworks & Libraries:** Tailwind CSS

**Languages:** English and Vietnamese

## Work Experience:

### Retail Sales Associate | Kohl's

**August 2022– December 2022**

- Experienced the pressure of completing tasks within deadlines efficiently through drive-up/curbside BOPUS (buy online pick up in store)
- Led and collaborated with fellow employees to manage tasks effectively, ensuring smooth operations for BOPUS (Buy Online Pick Up in Store) and Drive-Up services
- Enhanced communication skills by assisting customers and collaborating with store associates
- Demonstrated flexibility by working on multiple tasks at the same time including drive-up/curbside, packing orders, picking orders, maintaining cleanliness of store, helping customers, and in store pick up

### Helper/Intern | Mama La

**June 2023 – August 2023**

- Assisted in machinery maintenance, developing troubleshooting skills to diagnose and resolve diverse problems using multiple approaches
- Gained insight into the operations of a successful company, emphasizing the importance of organization, delegation, and strategic planning
- Contacted and cooperated with manufacturers to order parts necessary for machine maintenance and repair

## Project Experience:

### 2D Game *Unity, C#, Clip Studio*

**February 2024 – May 2024**

- Built a 2D unity game consisting of two characters on opposing sides with idle, movement, and attack functionality
- Designed and created 2D game assets in Unity, including character sprites, animations for character movements, and scenery elements
- Implemented keyboard and mouse controls, enhancing user interaction and gameplay experience

### Personal Site: <https://tonyhuyle.github.io/> *HTML, Tailwind CSS, JavaScript*

**October 2023 – May 2024**

- Developed a visually captivating and responsive website, ensuring an engaging and user-friendly experience
- Resolved multiple obstacles and overcame UI/UX challenges to ensure an informative and user-friendly interface
- Implemented images and animations to present information, enhancing user engagement and interaction
- Incorporated mobile device functionality to ensure compatibility and optimal performance across various platforms

### Regression Analysis on the Adoption of Electric Vehicles *RStudio, Quarto, Excel, R*

**August 2023 – November 2024**

- Collaborated in a team to analyze data affecting and influencing electric car availability
- Utilized and gained proficiency in Excel and RStudio for data manipulation and analysis
- Applied statistical methods, including multiple linear regression and regression trees, for data analysis

### Fuel Quote Application *PostgreSQL, PHP, Tailwind, HTML, JavaScript*

**February 2024 – May 2024**

- Gained experience with agile software development methodologies, including iterative and collaborative practices
- Acquired skills in designing databases and managing data storage for efficient retrieval
- Developed login and registration modules, including unit tests with validation to ensure functionality and reliability
- Valuable experience of working with a group through task division, routine meetings, code reviewing, and demonstrating code functionality