

Tristan Le

P: +61 435 203 722 | tris.enterprise8@gmail.com | [linkedin.com/in/trist4nl3/](https://www.linkedin.com/in/trist4nl3/) | github.com/trist4nl3 |

EDUCATION

Royal Melbourne Institute of Technology

Feb 2023 - Dec 2027

Bachelor of Computer and Networking Engineering (Honours)/Bachelor of Computer Science

Melbourne, VIC

- Minor in **Artificial Intelligence and Machine Learning**
- Grade: 3.6/4.0 (**HD**)
- Awards: **Westpac Young Technologists Scholarship** (1 in 35 nationally)

WORK EXPERIENCE

Data Annotations

Remote

Software Developer

March 2024 – Present

- Refined **LLMs** using Reinforcement Learning from Human Feedback to improve contextual and generative accuracy.
- Reviewed and **optimised** AI-generated code and explanations across **Python, C++, and Javascript**
- Performed **data labeling, quality assurance**, and prompt evaluation for instruction tuning and fine-tuning alignment.

RMIT High Velocity Rocketry Team

Melbourne CBD/Bundoora

IREC Grounds Support Equipment Lead

July 2025 – Present

- Leading the international rocketry subsystem team, overseeing ground support equipment including electronics, filling station plumbing, and integrating control systems.
- Designed and manufactured custom **PCBs** for the ignition system, data acquisition and manual filling operations of the Student Research and Developed Hybrid Rocket Engine

Avionics Engineer / Researcher

April 2025 – July 2025

- Developed a **data replay system** that interfaced with the Ground Control System (GCS) enabling post mission data analysis and simulation of the rocket telemetry system.
- Designed and implemented the **data cleaning and validation pipelines** using Python and Pandas to improve the analysis quality and reproducibility of launch data.
- Leading the development of a **6DoF rocket simulator**, incorporating **Physics Informed Neural Networks**
- Lead the avionics integration for our competition rocket Atlas including all the wiring, designing and implementation of flight computers and electronics for the airbrakes, ground control systems and parachute deployment.

KEY TECHNICAL PROJECTS

Real Time Rocket Simulator | Python, C++, Pandas, Numpy

- Leading development of a **real-time, 6DoF physics-based rocketry simulator** inspired by RocketPy, using **Python and performance critical C++ components**
- Researching and integrating Physics Informed Neural Networks (**PINNs**) to **reduce simulation compute load** while maintaining rocketry fidelity.

Interest Rate Forecasting System | Python, Pandas, scikit-learn, statsmodel, excel, beautifulsoup

- Built modular data pipelines to extract macroeconomic indicators from Excel datasets and scrape monetary policy statements or table data using **BeautifulSoup**
- Engineered time-aligned datasets with lagged features, allowing new data sources to be easily integrated via a **class-based architecture**.
- Trained and evaluated **Random Forest** regressors using **time series cross-validation** (optimised for RMSE and interpretability) and applied **Vector Autoregression** to model lagged policy trends.
- Achieved **0.2% error** on 1-month forecasts and **1.5% error** on 6-month predictions in comparison to popular models such as ASX.

Live Game Server Hosting | Linux, Java, Javascript, JSON

- Deployed and maintained a modded game server (300+) on a **Linux Oracle Cloud** instance.
- Built and managed a custom modpack, including original **scripting** for gameplay mechanics and server logic using **Javascript** (JSTweaks) and **JSON** data packs.
- Configured secure **server-side networking** (firewall rules, port forwarding)
- Implemented automated backups, recovery scripts and patch updates achieving **99.9% uptime** over several months.

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, HTML/CSS, SQL, C

Technologies & Tools: Numpy, Pandas, Git, Excel, Flask, Linux, JSON, Altium, Kicad