Trung Le

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Skills

Graphics: Vulkan, GLSL, WebGL, OpenGL
Programming: C/C++, Python, C#, Javascript
Software: Unity, Unreal, Houdini, Blender, Tensorflow

Experience

GRAPHICS ENGINEER, DEVIATION - MAY 2021 - PRESENT
TBA

ML ENGINEER, GOOGLE STADIA - OCTOBER 2019 - MAY 2021
Advocated for and applied neural rendering research toward solving real-time graphics problems for video games. My focuses were AI art generation and high fidelity fur rendering. Worked on generating custom 3D datasets using Houdini and Blender, training generative machine learning models with Google infrastructure, parameter tuning, and interfacing novel workflows with artists.

AI PROGRAMMER, ROCKSTAR GAMES - JULY 2017 - OCTOBER 2019
Analyzed and optimized performance for AI systems in Red Dead Redemption II, Rockstar's premier narrative-driven, open world video game title with deep AI interactions. Specifically worked to improve the C++ game code for LOD management of AI physics, weapon and combat systems, transport systems, and pathfinding systems for PS4 and XBox. Worked on general AI and animation optimization for several specific scripted in-game missions as well as miscellaneous performance bugs in the final weeks before release.

TOOLS PROGRAMMER INTERN, EPIC GAMES - JUNE 2016 - SEPTEMBER 2016
Implemented VR editing tools for Unreal Engine 4. The tools include terrain editing, virtual keyboards, and foliage painting for level editing. These tools were introduced in the Unreal 4.13 and 4.14 updates.

FIRMWARE ENGINEER, JAWBONE, SEATTLE WA – 2012-2014
Developed infrastructure and applications for the UP3 fitness wristband on ARM Cortex and iOS platforms. This included the BTLE protocol, authentication and encryption between devices and the mobile app, activity classification collection tools, peripheral drivers, USB interface, and UX.

RESEARCH ASSISTANT, UW SENSOR LAB+INTEL LAB, SEATTLE WA – 2010-2012
Designed a GUI with Python QT for the systems used in Wireless Resonant Energy Link (WREL) research. The software supports data collection, data visualization, wireless control, and power diagnostics. Over the years, this software has been extended for use at the startup company Wibotic and in other research ventures.

Education

University of Pennsylvania, PA – MSE Computer Graphics, May 2017   GPA: 3.71/4.0
University of Washington, WA – BS Electrical Engineering, June 2012   GPA: 3.51/4.0

Projects

(please see more at www.trungtuanle.com for a complete portfolio)

Invited talks

WebGL2 Samples Pack
Khronos event, GDC 2016
Trung Le and Shuai Shao

WebGL2 Samples Pack
NYC WebGL Meetup 2016
Trung Le and Shuai Shao