

Trung Le

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INTERESTS

Wearable computing, game technology & scientific simulation

EDUCATION

M.S.E Computer Graphics (expected) - University of Pennsylvania,
Philadelphia, PA

Sept 2015 - Present

B.S. Electrical Engineering — University of Washington, Seattle, WA
GPA: 3.51

Sept 2008—Jun 2012

RESEARCH EXPERIENCE

Research Assistant — UW Sensor Lab and Seattle Intel Lab, WA

Oct 2010—Jun 2012

Designed a GUI for the systems used in Wireless Resonant Energy Link (WREL) research. Built in Python QT, the software supports data collection, data visualization, wireless control, and power diagnostics.

EMPLOYMENT

Software engineer — Jawbone, Seattle WA

Jun 2012—Nov 2014

Developed infrastructure and applications for the UP3 fitness wristband on ARM Cortex and iOS platforms. This includes the BTLE protocol, authentication and encryption between device and mobile app, activity classification collection tools, peripheral drivers, USB interface, and UX.

Teaching Assistant — CS Department, University of Washington

Mar 2012—Jun 2012

Assisted with the intro to hardware course. Held lab sections, prepared class materials and assignments, administrated the course website, completed grading, and ran office hours. The course materials taught Verilog to build Y86-CPU's on a FPGA.

Software Intern — Genie Industries, Redmond WA

Jun 2011—Dec 2011

Implemented a browser-based control interface for the latest lines of hydraulic scissor lifts. Programmed with Javascript, C++ and Rhapsody. Performed some mechanical QA.

Software Intern — Mindbloom Inc., Seattle WA

Jun 2010—Oct 2010

Developed web QA automation for a health wellness social game in the startup scene.

TECHNICAL SKILLS

Programming: C/C++, Objective-C, Python, Unity/C#, Javascript/HTML/CSS3, Meteor

Embedded: ARM, FreeRTOS, I2C, SPI, USART, USB, BTLE, Serial Flash, FPGA

PROJECTS

(see www.trungtuanle.com for simulations, games, embedded projects & community work)