Trung Le

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INTERESTS

Computer graphics, game technology & scientific simulation.

EDUCATION

M.S.E Computer Graphics (expected) - University of Pennsylvania, Philadelphia, PA — Sept 2015—Present
GPA: 3.80

B.S. Electrical Engineering — University of Washington, Seattle, WA — Sept 2008—Jun 2012
GPA: 3.51

TECHNICAL SKILLS

Programming: C/C++, Python, WebGL, git, Maya, Unity/C#, Javascript/HTML/CSS3, Objective-C, Meteor, Unix

RESEARCH EXPERIENCE

Research Assistant — UW Sensor Lab and Seattle Intel Lab, WA — Oct 2010—Jun 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, the software has been forked and extended for use in other research and at startup company Wibotic.

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-CPUs on a FPGA.

Software Intern — Genie Industries, Redmond WA — Jun 2011—Dec 2011

Developed a new control system for hydraulic scissor lifts at Genie's R&D group. Programmed with Javascript, C++ and Rhapsody. Performed mechanical quality assurance testing.

PROJECTS

WebGL Samples Pack - Building a WebGL 2 samples pack https://github.com/WebGLSamples/WebGL2Samples
Pathtracer and Photon Map Renderer - Developed renderers in C++, also used kd-tree acceleration structures.
Vietspeak - Developed a web app for learning Vietnamese in a simple way. Used meteor and Foundation.
Medieval Village Simulation - Developed a small town simulation with the NPC navigating through town and avoid collision with each other. 3D models packaged were used from other artists.
Shires - A board game designed and developed in Unity using C#; similar to chess and capture the flag.

(please see more at www.trungtuanle.com for computer graphics, simulation, 3D modeling, embedded system and community projects)

EXTRA CURRICULUMS

- Organizer, Seattle Indies's tabletop game design meetups from 2013-2014.
- 3rd trombone, University of Washington's Husky Marching Band from 2008-2010.