Trung Le

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RESEARCH INTERESTS

Wearable computing, game technology & scientific simulation

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—Present

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

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.

EDUCATION

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

TECHNICAL SKILLS

Programming: C/C++, Objective-C, Python, Unity/C#, Ruby on Rails

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

PROJECTS (see trungtuanle.com)

Simulations: Fourierbound, Medieval town simulation

Games: Local chicken, Watercubes, Desiderata

Embedded: Moodbox, Finger DDR, Wireless charging drone

Community: Seattle Games Coop organizer