

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 GPA: 3.80	Sept 2015— Present
B.S. Electrical Engineering — University of Washington, Seattle, WA GPA: 3.51	Sept 2008—Jun 2012

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
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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

Teaching Assistant — CS Department, University of Pennsylvania Assisted with Intro to Interactive Graphics . Helped students understand concepts such as camera, transformations, skinning, OpenGL, shaders, and other introductory graphics concepts. This course had a significant C++ programming component.	Jan 2016—May 2016
Software engineer — Jawbone, Seattle WA 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.	Jun 2012—Nov 2014
Teaching Assistant — CS Department, University of Washington Assisted with Intro to Hardware . 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.	Mar 2012—Jun 2012
Software Intern — Genie Industries, Redmond WA 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.	Jun 2011—Dec 2011

PROJECTS

WebGL Samples Pack - Building a WebGL 2 samples pack <https://github.com/WebGLSamples/WebGL2Samples>
Carroll - Developed an exploratory game in Unity, lead programmer. Winner of PennApps XIII for Best Design.
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 my complete online portfolio in graphics and software)