

# Trung Le

6214 9th Ave NE #101, Seattle, WA 98115  
(724) 372-3957 / trungtuanle90@gmail.com / trungtle.com

## RESEARCH INTERESTS

Wearable computing, embedded system, low energy, BTLE, human-computer interaction, scientific visualization, game engines

## RESEARCH EXPERIENCE

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

Oct 2010—Jun 2012

Designed and built a GUI software for the Wireless Resonant Energy Link (WREL) system. The software was done in Python QT, supported data collection, control and diagnostics for the embedded microcontroller on the power system.

## EMPLOYMENT

### Software engineer — Jawbone, Seattle WA

Jun 2012—Present

Developed firmware for the UP fitness tracker. Delivered a wide range of infrastructural modules and applications for the ARM Cortex-M3 and the iOS platform, including BTLE protocol, authentication and encryption between band and phone, data collection, peripheral drivers, USB serial interface, band UX interactions and iOS developer tools to support research in sensor-based activity classification.

### Teaching Assistant (CSE352) — CS Department, University of Washington

Mar 2012—Jun 2012

Assisted students with hardware lab sections and assignments, held office hours, graded assignments and tests. Web admin of the class website. The course focused on building an Y86 based CPU on an FPGA using Verilog.

### Software Intern — Genie Industries, Redmond WA

Jun 2011—Dec 2011

Implemented a control system via the first web browser based interface for a new line of scissor lift. Programmed with Javascript, C++ and Rhapsody. Performed QA tasks for the electrical and mechanical components. Some mechanical and soldering work.

### Software Intern — Mindbloom Inc., Seattle WA

Jun 2010—Oct 2010

Performed QA automation for a health wellness social game in the startup scene. Web development in Javascript, HTML and Selenium.

## EDUCATION

### B.S. Electrical Engineering — University of Washington, Seattle, WA

Sept 2008—Jun 2012

## TECHNICAL SKILLS

**Programming:** C/C++, Objective-C, Python, Ruby, Verilog, MATLAB, Git

**Embedded:** ARM, FreeRTOS, I2C, SPI, USART, USB, BTLE, serial flash

**Frameworks:** iOS, Unity, QT, pygame, Rails