

Trung Le

trungtuanle90@gmail.com / trungtuanle.com / github.com/trungtle/

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	Sept 2008—Jun 2012
GPA: 3.51	

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. 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 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 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.	Mar 2012—Jun 2012
Software Intern — Genie Industries, Redmond WA Implemented a browser-based control interface for the latest lines of hydraulic scissor lifts. Programmed with Javascript, C++ and Rhapsody. Performed some mechanical QA.	Jun 2011—Dec 2011
Software Intern — Mindbloom Inc., Seattle WA Developed web QA automation for a health wellness social game in the startup scene.	Jun 2010—Oct 2010

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, learning app, embedded projects & community work)

EXTRA CURRICULUMS

- Trombone player, University of Washington's Husky Marching Band from 2008-2010.
- Organizer, Seattle's tabletop game design meetups from 2013-2014.
- Seattle's half marathon 2013.