# Vi Le

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## Education

**University of California, Berkeley**
Bachelors of Arts in Computer Science (Technical GPA: 3.51) May 2018

**Courses:**

Computer Graphics (in progress)
Artificial Intelligence
Algorithms
Advanced 3D Animation
Machine Structures
Data Structures and Advanced programming
Discrete Mathematics and Probability Theory
Intro to Computer Science
3D Modeling and Animation

## Skills

C++, OpenGL, Python, Maya API, Java, C, Latex, Git, Adobe: Photoshop, Premiere, Flash, After Effects

## Projects

**2Bee:** Created a game in Actionscript about 2 bees following the cursor to collect nectar (personal)
**Lines of Action:** Implemented a game of Lines of Action in Java with manual and AI players and opponents using game trees; a GUI was included for ease of gameplay (class)
**Gitlet:** Designed and implemented a file version control system with serialization similar to Git in Java (class)
**Pacman:** Implemented different types of AI Pacman depending on constraints differing from the original game using searches and trees as well as using offline and online learning algorithms in Python (class)
**Item Creation and CitEscape:** Wrote scripts for procedural modeling using Python with Maya API with GUI for model customization (personal)

## Experience

**Facilitator for 3D Modeling and Animation at UC Berkeley** *(January 2017 - Present)*
Teach a course in 3D Modeling and Animation with the UC Berkeley Undergraduate Graphics Group
Foster teamwork among students and help with the production pipeline for their groups' 3D shorts

**Team Member in Virtual Reality at Berkeley** *(September 2016 - Present)*
Worked with 3D assets in Unity for AR Textbooks, a Google Cardboard page recognition app that brings the page to life in augmented reality

**Team Member in Advanced 3D Animation at UC Berkeley** *(September 2016 - Present)*
Involved in all stages of the pipeline for making a 3D short film with a group of 12 others
Concentrated efforts in 3D modeling including procedural modeling using Maya API and scripting

**Research Assistant at UC Berkeley** *(September 2016 - Present)*
Research in 3D modeling geometric sculptures by prototyping and improving the Non-Orientable Manifold Editor project, a CAD program written specifically for the geometric structures seen in the sculptures

**Lab Assistant in Intro to Computer Science at UC Berkeley** *(September 2015 - December 2015)*
Guided students taking Intro to Computer Science through new concepts and with how to approach their labs, assignments, and projects

**Intern at Stanford University** *(June 2013 - August 2013, June 2014 - August 2014)*
Processed large amounts of data and mathematically analyzed the properties and behavior of solar cell adhesives under various conditions and presented a research paper on the findings