

TAM LE

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EDUCATION

University of Cincinnati, Cincinnati, Ohio
Bachelor of Science, Computer Science
Minor, Information Technology

Graduating: May 2029
GPA: 3.88

SKILLS

Programming Languages: Python, C++, JavaScript, HTML, CSS, MATLAB, LabVIEW

Tools & Frameworks: Jupyter Notebook, Git, React, Node.js, Material-UI, REST APIs

Software: Adobe Illustrator, Adobe Photoshop, AutoCAD

PROJECTS

Movie Discovery App | *React.js, Tailwind CSS, TMDB API*

July 2025

- Developed a responsive React movie app with infinite scroll, debounced search, and trending logic using TMDB API and modern ES6+ JavaScript
- Built full-stack functionality with Appwrite backend for real-time CRUD, custom queries, and user-driven trending algorithms
- Designed and deployed a mobile-first UI with Tailwind CSS, glassmorphism, animations, and responsive layout; deployed via GitHub Pages

Potato Disease AI Classifier | *JavaScript, FastAPI, TensorFlow*

Jun 2025

- Built a full-stack AI app for potato disease detection using TensorFlow, computer vision, and deep learning
- Implemented a FastAPI backend with a React + Material UI frontend, following RESTful API principles
- Developed an end-to-end image processing pipeline that converts uploaded leaf images into model-ready formats and delivers real-time disease classification with confidence scores

Recipe-sharing platform | *Python, streamlit, SQLite3, Pandas, OpenAI API*

March 2025

- Built an interactive recipe-sharing platform with social media-like features within 24 hours at RevolutionUC Hackathon 2025 using Python, streamlit, SQLite3, Pandas, and OpenAI API
- Developed and managed the backend, implementing SQLite3 for database storage and integrating OpenAI API for chatbot functionality
- Collaborated with a team of 4, from initial brainstorming to final product delivery

LEADERSHIP

“Dong” project | *Co-founder*

Aug 2023 – Oct 2023

- Led event planning, recruiting and managing a team of 4.
- Conceptualized the event, devised the timeline, and organized activities.
- Marketed and sold 400+ homemade juice drinks, raising funds to provide supplies for 3 Agent Orange victims.

Quang Tri Model United Nations | *Co-Head of Design Department*

Sep 2022 – Aug 2023

- Led a team of 5 and collaborated with other departments to organize 3 successful events.
- Directed design and creative strategy, maintaining a cohesive visual identity across all platforms.
- Managed vendor partnerships and printing processes to ensure timely delivery and budget control.

Ha Anh English Club | *Assistant Head*

Jun 2023 – Aug 2023

- Recruited and led a team of 3 volunteers to support English learning for students from disadvantaged backgrounds.
- Organized educational activities and workshops to promote cultural and personal development.
- Assisted 20+ students per class, ensuring an engaging and supportive learning environment.

Youth Campaign Club | *Design & Media Leader*

Jul 2022 – May 2023

- Conceptualized the design of lucky envelopes, calendars, and stickers for sales, generating funds.
- Initiated collaborative brainstorming sessions and conducted design evaluations for the visual content.
- Sold 10,000+ products, securing funds for 100+ disadvantaged children and families in need.

QUALIFICATIONS

Adobe Certified Professional in Visual Design

May 2023

Adobe Certified Professional in Visual Design using Adobe Photoshop

May 2023

Adobe Certified Professional in Graphic Design & Illustration using Adobe Illustrator

May 2023

AWARDS & HONORS

UC Global Scholarship

Aug 2024 – Present

College of Engineering and Applied Science International Outreach Scholarship

Aug 2024 – Present

AVAILABLE FOR CO-OP: SPRING 2026