

Khoi-Viet (KV) Le

lecongkhoiviet+career@gmail.com • (360) 813-8851

[linkedin.com/in/kvietcongle](https://www.linkedin.com/in/kvietcongle) · github.com/kvietcong · kvietcong.netlify.app/

EDUCATION

School: University of Washington

Major: Computer Science (2023)

Minors: Mathematics, Informatics

Coursework: Data Structures/Algorithms, Data Modeling/Management, Cooperative Software Development and Quality Assurance, Full Stack Web Development, Game Development

SKILLS

Languages:

Python, C#, JavaScript, Java, Haskell, Lua, SQL

Software/Technologies:

PostgreSQL, SQL Server, SQLite, Git, ASP.NET, React JS/Native, ExpressJS, Docker, Firebase, MongoDB, Flask, Unity3D, 3DS Max, Blender

EXPERIENCE

Software Engineering Intern, UKG - Remote

September 2021 - Current

Software Engineering Intern, BioDepot LLC - Seattle, WA

March 2021 - June 2021

- Develop cancer specific research workflows and help benchmark/test existing bioinformatic tools
- Utilize Docker and Kubernetes paired with a Qt GUI to help bioinformatic researchers create seamless and consistent workflows

Software Engineering Intern, Gameplay Inc. - San Francisco, CA

September 2020 - January 2021

- Collaborate using ASP.NET, React Native, PostgreSQL, and various other technologies to build a web and mobile app that provides an efficient way for facilities to lease their fields to local sports teams
- Worked closely with the CTO to plan out the functionality and implementation of features like revenue tracking and information display systems

Classroom Technician, University of Washington - Seattle, WA

September 2019 - January 2021

- Maintained, troubleshoot, and catalogued technology throughout the UW Seattle Campus
- Planned route logistics to minimize travel time between individual classrooms and maximize efficiency

Curriculum Designer/Instructor, Computing Kids - Bellevue, WA

May 2020 - November 2020

- Taught Computer and Data Science principles with Python and Java to groups of ~15 children
- Collaborated with other instructors to develop various curriculums for different topics and age groups

Flight Simulator Technician, Central Kitsap School District - Silverdale, WA

June 2018 - September 2018

- Assembled over 50 new flight stations, proficiently using power tools to ensure safe simulations
- Installed and configured Microsoft Flight Simulator alongside sim tools like pedals and control panels

PROJECTS

Sub Sinker

Unity3D, C#, 3DS Max, Blender

- Expands on techniques like cellular automata and marching squares to make randomly generated environments that can be played across multiple computers using Unity3D's UNET networking

Industry Data Analysis Project

Python, Pandas, SciKitLearn, Seaborn

- Analysis on decades worth of Animation Industry data with over 100,000 personal profiles
- Utilizes Pandas for data manipulation, Seaborn/Matplotlib for data visualizations, and SciKit Learn for Machine Learning models

Hot Takes

ReactJS, ExpressJS, MongoDB, PassportJS

- A mock social media site that allows users to post their thoughts and react to ones of others
- Features a session based Twitter authentication system on a MongoDB based ExpressJS backend

GoGo Recycling

ReactJS, Firebase

- A web app that provides an easy way for people to come together and share their experiences towards becoming sustainable while giving them helpful tips along the way