

# Kien Le

(503)-703-2834 | Kien-Le.com | Lekiedev@gmail.com

## EDUCATION

### Oregon State University

Bachelor of Science in Computer Science (GPA: 3.55)

Minor in Business and Entrepreneurship

**Awards:** QuestBridge Scholars, Earnheart Scholar, Edward Ammer Jr. Scholar, Dean's List

Corvallis, OR

2019-2023

## SKILLS

**Programming Languages:** C/C++, Python, HTML/CSS, Javascript, C#, .NET, Blueprint(UE5)

**Tools:** Linux, GIT/Github, VS, Android Studio, Docker, MySQL, MyPHP, GStreamer, Unreal Engine 5

**Frameworks:** React.js, Next.js, Angular, NVIDIA Jetpack, NVIDIA Deepstream

## WORK EXPERIENCE

### Flex Force Enterprises

MECOP CS Intern | Engineering Team

Portland, OR

June – December 2023

- Developed embedded systems for display to camera interaction within a Linux system using C/C++, and Integrated tracking software with NVIDIA Jetson products
- Developed integration methods for target tracking software that utilized NVIDIA Jetpack and Deepstream libraries
- Integrated multimedia software for video tracking and processing using GStreamer
- Documented processes and development cycles in technical docs and created manuals for any future replication

### Tektronix

MECOP CS Intern | Innovations and Operations Development Team

Beaverton, OR

March - September 2022

- Architected and developed a client-server interaction system for sending product images to a non-local AI model and returning accurate responses based on test results with C#/.NET
- Researched and trained a Cognex AI model for defect detection for use during chip manufacturing
- Worked closely with test engineers within a Kaizen to discover points of optimization for manufacturing and developed solutions
- Wrote code using AI detection results to determine the margins of defects, and to categorize each test result

**\*REFERENCES:** Available upon request

## PROJECTS

### Operating-system Project

March – June 2023

- Developed using C/C++, X86 assembly code, with lots of practice using the GDB
- Developed booting processes, paging and virtual memory translation, JOS memory management, user/kernel switch, handling interrupts/exceptions, multithreading + lock synchronization, and concurrency

### Website for a non-profit | <https://www.cvi2.org/>

February 2024

- Developed within Angular Framework
- Integrated UI components and navigation elements for the website, alongside admin features integration that allow user accounts to make updates to the site

### Dasher Blitz | \*1st Place Winner OSU Game Competition

December 2022 – May 2023

- Developed in Unreal Engine using C++ and Blueprints
- Architected game concept (based off of criteria) and developed HUD, triggers, transitions, and user displays

### Spotify Song Guesser

April - May 2023

- Developed using Android Studio, Kotlin, and Musixmatch API
- Created functionality for game features. Added user feedback (GUI) and transitions from different screens/pages

### Smallsh

January – March 2022

- A small shell developed and ran with C code that implements known bash features (command prompt, comments/blank lines, expansion of variables, built-in commands, executing commands {fork(), exec(), waitpid()}, I/O redirection, and SIGINT/SIGTSTP)

### Python Client-Server Chatbox

September - December 2021

- Developed using Python and C sockets to create a client/server interaction where text could be sent through with sent/received protocols to maintain concurrency on both sides