

Steven Le

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Master of Science in Computer Science | Interactive Intelligence

August 2024 - May 2025

Bachelor of Science in Computer Science | Intelligence and Media

August 2020 - May 2024

- **Courses:** Data Structures & Algorithms, Object-Oriented Programming, Machine Learning, Computer Vision

WORK EXPERIENCE

Lockheed Martin

Manassas, VA

Software Engineer Intern - AI/ML

June 2024 - August 2024

- Helped implement Computer Vision models with Python and PyTorch to classify abnormal frequencies in spectrograms, decreasing operator workload by up to 75%
- Leveraged sensor data with MongoDB to train Vision Transformer Models, cutting computation costs over baseline models by 30% and achieving up to an 80% validation accuracy
- Utilized Docker and Kubernetes to deploy and scale Machine Learning models to multiple sites and customers
- Developed a chatbot web application for firefighters with React.js, Next.js, REST APIs, and AWS S3 that utilizes Retrieval Augmented Generation (RAG) to aid wildfire relief

Lockheed Martin

Manassas, VA

Software Engineer Intern

May 2023 - August 2023

- Worked on a desktop application to monitor/configure sensor arrays, utilizing Java, JavaFX, and Spring Boot
- Migrated support for monitoring sensor nodes into a web application using Angular, HTML/CSS and C++
- Utilized Git, Gradle, and Jenkins for version control, unit testing, code reviews, and continuous integration

Data Machines

Ashburn, VA

Software Engineer Intern

May 2022 - August 2022

- Worked on NIST-ACE (Analytics Container Environment), an open-source video analytics containerization tool
- Containerized and integrated an OpenCV crowd analysis tool into ACE with Docker, Python, and Bash scripting

Georgia Tech School of Interactive Computing

Atlanta, GA

Graduate Teaching Assistant - Human-Computer Interaction

January 2025 - May 2025

- Personally managed 20 students in a user research project, utilizing design tools like Figma with an emphasis on real-world usability testing and the software development life cycle methodology to prototype productivity tools

PROJECTS AND RESEARCH

Georgia Tech Robotics Perception and Learning Lab

Atlanta, GA

Research Assistant

May 2024 - August 2024

- Experimented with various Large Language Models and evaluated their end-to-end performance on web tasks

Electronic Artrium - Georgia Tech Vertically Integrated Projects

Atlanta, GA

Software Team Lead

August 2022 - December 2023

- Spearheaded a team to detect user movements using Google MediaPipe pose detection to support a motion-controlled visual art exhibit, which was presented to the Georgia Tech community
- Wrote Python and C# code to have cameras and motion input interact with Unity game environments
- Created a MySQL database to store and analyze user data and behaviors within each section of the exhibit

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, TypeScript C++, C#, HTML, CSS, Bash

Technologies: Git, Docker, Kubernetes, React, Node, Angular, AWS, MongoDB, SQL, Jenkins, PyTorch, TensorFlow