

TIMOTHY LE

(206) 582-9937 | TIMOTLE@UW.EDU | [LINKEDIN PROFILE](#) | [GITHUB PROFILE](#) | [PORTFOLIO](#)

EDUCATION

University of Washington, Paul G. Allen School of Computer Science & Engineering

Seattle, WA

Bachelor of Science in Computer Science, Minor in Informatics

Expected Graduation — June 2027

- **Relevant Courses:** Foundations of Computing, Software Design and Implementation, Data Structures and Parallelism, Hardware/Software Interface, Systems Programming, Information Assurance and Cybersecurity, Product and Information Systems Management Management, Data Management, Artificial Intelligence, Computer Vision

PROFESSIONAL EXPERIENCE

Port of Seattle

Seattle, WA

Social Media Intern

January 2023 — March 2023

- Led the production of an airport navigation video, resulting in its feature on the flySEA Instagram Reel, contributing to an increase in weekly video views.
- Filmed and edited informational content using Adobe Rush, helping over 20,000 SEA travelers locate key airport amenities like water refill stations through improved digital signage and video guidance.
- Applied strategic social media tactics aligned with SEA's digital engagement goals, increasing Instagram post engagement during campaign rollout.

Vietnamese Martyr Parish

Seattle, WA

Volunteer Teacher

October 2022 — June 2024

- Co-led weekly faith-based education sessions for 20+ middle school students, increasing student engagement through interactive discussions and visual aids.
- Designed and implemented over 30 structured lesson plans aligned with Catholic teachings, resulting in improved lesson consistency and student comprehension.
- Maintained ongoing communication with parents and parish leaders to align on student progress and ensure lessons supported broader church educational objectives.

University of Washington | Paul G. Allen School

Seattle, WA

Allen Scholars Program

August 2023 — June 2024

- Selected for a cohort-based program focused on developing technical and leadership skills among underrepresented students in computing
- Applied problem-solving and programming fundamentals through an intensive 4-week summer bridge course and supplemental instruction sessions
- Collaborated in weekly study groups and group projects, strengthening communication and teamwork skills in a technical environment

PROJECT APPLICATIONS

Campus Navigation With Friends

Date 2025

Class Project | (~24 hours) | TypeScript, React, Node, CSS, HTML, API Routes

- Built a full-stack campus navigation application using React and a Node.js server that computes shortest paths between locations, enabling users to visualize real-time routes across campus
- Designed and implemented a spatial search algorithm using a tree-based data structure to efficiently identify nearest points between user and friend routes, reducing brute-force comparisons from $O(n \cdot m)$ to $O(n \log m)$
- Developed a social proximity feature that detects and displays nearby friends based on overlapping schedules and route traversal, enhancing user interaction through dynamic map visualization

Campus Path Finder

Date 2025

Class Project | (~24 hours) | TypeScript, React, Node, CSS, HTML, API Routes

- Built a full-stack campus navigation application using React and a Node.js server that computes shortest paths between campus locations, allowing users to select buildings and visualize routes on an interactive map
- Implemented Dijkstra's algorithm using adjacency maps, sets, and a priority queue to compute shortest paths across campus data, ensuring correct path generation between selected locations
- Developed backend API routes and integrated them with the frontend to send user-selected locations to the server and dynamically display the returned path on the map

RELEVANT SKILLS

Languages: Java, Javascript, Python, HTML, CSS, TypeScript, C++, Bilingual(Vietnamese, English)

Tools/Frameworks: React, Node.js, REST APIs, Git, Docker, Linux, Vercel