

# Michael Le

Software Engineer

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## Experience

**Software Engineer, Google** - Java | C++ | Dart | SQL | Python

Mountain View, California

Aug 2021 - Present

Google Ads

- Designed a custom protoc plugin to optimize retrieving nested proto fields via their respective field path, reducing the latency of an API endpoint that processes 200m requests per day by ~8%; saving 10 hrs of CPU time per day.
- Migrated from a message queue system to a batch processing pipeline, reducing our daily database writes by 50 million rows and improving the processing rate from 1.5 million rows to 50 million rows per hour.
- Maintainer of github.com/flatbuffers as a 20% project.

**Software Engineer Intern, Google** - C++

Remote

Jun 2020 - Aug 2020

Google Analytics

- Designed and implemented an RPC service to serve data to Google Analytics' UI for the predictive metrics feature.
- Built out an interactive UI prototype to help the team visualize how real data generated from our predictive model will be viewed by our customers.

**Software Engineer Intern, Google** - Go

San Francisco, California

May 2019 - Aug 2018

Google Cloud

- Implemented a linting service for an internal language to help clients catch syntactical errors before submitting changes.
- Integrated the linting service into an internal code editor and presubmit service to enforce code standards across clients.
- Added support for native gRPC reflection, removing our infrastructure's dependency on an external binary and reducing our image build time from 20 to 4 minutes.

**Software Engineer Intern, Vineti** - JavaScript | Ruby

San Francisco, California

Jan 2019 - Apr 2019

Chain of Custody UI

- Made reusable React components based on design specced out by the UI/UX team.

## Projects

**Anatomee** - TypeScript | Next.js | tRPC | Firebase

Jan 2022 - Present

3D educational web application for anatomy students

- Leading a team of two developers and coordinating with a team of designers to build the next generation of Kinundrum.
- Built out a continuous integration and testing pipeline to help developers confidently and quickly make changes.
- Created 3D exercises using Three.js to help students improve spatial understanding of the human anatomy.

**Bojji** - Typescript | Next.js | Firebase

Mar 2022 - Present

Collaborative journal for important memories

- Created a CMS system to dynamically render journal entries from markdown files.
- Added search and tagging feature to help users quickly find their relevant posts.

**Inu** - Go

Jan 2020 - Apr 2020

Language for executing and testing REST APIs

- Developed a custom scripting language for executing HTTP requests and auto generating documentation.
- Supported variable declarations, sending JSON and validating response body based on expected typing.

**Kinundrum** - JavaScript | React | Go | PostgreSQL

Jan 2019 - Apr 2019

Educational web application for anatomy students

- Led the software team and launched the project, which is actively used by ~600 University of Toronto students per year.
- Built backend services to support user authentication, progression tracking, and application analytics.
- Created a framework to generate exercise pages from JSON files, enabling non-developer team members to build and modify exercise pages without having to write code.

## Education

McMaster University

Hamilton, Ontario, Canada

B.Eng. in Software Engineering

Sep 2016 - May 2021

- ICPC competitor representing McMaster University for 3 years.