Ben Le

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PROFILE
Student with hands-on experience in AWS, SQL, Python, and product development. Raised pre-seed funding, launched scalable digital products, and led technical teams. Passionate about building reliable cloud solutions and solving business problems through data.

TECHNICAL SKILLS
Languages: Python, SQL, Java, JavaScript, R
Cloud: AWS (EC2, S3, Lambda), Azure
Data: MongoDB, SQL Server, MySQL
Tools: GitHub, Docker, Tableau, Power BI, Google Data Studio
Machine Learning: Scikit-learn, TensorFlow, Keras
Big Data: Hadoop, Spark, Hive

EDUCATION
British Columbia Institute of Technology (BCIT) — Diploma, Computer Systems Technology
Jan 2025 – Dec 2026
BrainStation — Diploma, Data Science
Apr 2020 – Jul 2020
University of Greenwich — MSc Finance and Investment
Feb 2014 – Jul 2015

EXPERIENCE
Co-Founder / Director
Le Click Technology Inc. – Vancouver, Canada | Oct 2020 – Apr 2024
Cloud & Data-Driven Game Development Startup
Key achievements:
- Raised €300,000 in seed funding for decentralized gaming platform.
- Led development and launch of a mobile social casino game with 20,000+ downloads and 300 DAUs.
- Improved ARPPU by 70% using A/B testing and behavioral data.
- Built and managed backend using SQL Server, deployed data pipeline via AWS/Azure.
- Designed and maintained cloud architecture to ensure scalability and fault tolerance.
- Built churn prediction models in Python and visualized user KPIs with Tableau.

Data Analyst (Contract)
East Side Games – Vancouver, BC | Dec 2021 – Apr 2022
- Created dashboards in Tableau to support executive decision-making.
- Conducted churn prediction and A/B testing, improving ARPPU by 7%.
- Ran ETL pipelines and exploratory analysis in Python using data from Azure.

Game Analyst (Contract)
Ludare Game Group – Vancouver, BC | May – Oct 2020
- Pulled campaign data from Facebook & Google Ads using APIs for dashboard reporting.
- Used Python and Google Data Studio to optimize ad spend, improving conversions by 10%.
- Designed MySQL database for internal reporting and client presentations.

PROJECTS
Nature Nexus *(Full Stack / ML Cloud Project)*
Apr – May 2025
Built a web app for identifying birds and plants via image upload using cloud deployment and ML image recognition models. Live Demo
Tiny Titans *(Python Game Dev)*
Feb – Apr 2025
Terminal RPG game using object-oriented design, ASCII graphics (Curses), and procedural dungeon generation. Built with Pygame audio.
Churn Rate Prediction for Mobile Games
Jul 2020 – BrainStation
Analyzed player behavior data to predict churn. Proposed interventions to retain users and boost game revenue during the pandemic.

ADDITIONAL
- Languages: English (Native), Vietnamese (Fluent)
- Open to relocation or hybrid roles within Canada
- Portfolio & References available upon request