Andrew Le

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R&D engineer at Driveline Baseball with experience across the full player development data pipeline: ran the motion capture lab, then created a partner biomechanics platform, AI coaching assistants, and video search.

EXPERIENCE

Driveline Baseball Kent, WA

R&D Engineer Dec 2025 – Present

- Lead Launchpad, the interactive platform 5+ programs use for lab outputs once sent only as PDFs; implemented per-organization data isolation, plus automated tests and computer-use UAT that gate every release
- Manage markerless processing for three facilities and external clients; engineered Theia Hub, an autonomous monitor that tracks every capture to report and restarts crashed processing
- Expanded NetshareSearch from an intern project into the video platform for four facilities (~2.7M videos); ended playback stalls with a cached faststart remux and cut a hot query from 7.3 s to 50 ms
- Launched Caesar, a Claude Code assistant with 30+ active users that answers coaches' questions from athlete data through a read-only MCP tool server; 10 releases, each gated by an eval suite
- Designed the Hermes Agent runtime for Shredder, a self-hosted model in pilot with 10 active users that writes biomechanical analyses; created Launchpad Assistant, a Hermes Slack agent that diagnoses capture labs over MCP
- Modeled lab and in-game biomechanics data, including Hawk-Eye tracking for baseball and basketball to produce game metrics such as sprint speed, arm strength, and pop time
- Delivered biomechanics and strength reports in Japanese, Korean, and Spanish with agent-researched terminology and human sign-off; upgraded three external clients to the current report version
- Developed Coach Scheduler, the floor scheduling platform for three facilities, with a Slack agent that routes uncertain scheduling requests to the right coordinator
- Resolved 150+ trainer and coach tickets as one of three engineers on the biomechanics support queue for three facilities, and turned the repeat issues into tooling

Sports Science Intern Mar 2025 – Dec 2025

- Conducted 1,000+ marker and markerless assessments on athletes at every level, from high school to MLB and NPB, owning calibration, capture, and data QA
- Built Anubis, a radar board of LED panels, a Raspberry Pi, and 3D-printed parts that identifies each thrower from wearable sensor events; live on the pitching floor since Nov 2025
- Trained an RF-DETR ball-tracking model after organizing a cross-facility data collection and labeling campaign

Sportradar, Data Operator Jan 2024 – Jan 2025

Apple, Specialist Oct 2021 – Mar 2025

SKILLS

Languages: Python, TypeScript/JavaScript, SQL, Svelte · **Product:** user research, UI/UX design

Engineering: FastAPI, MySQL, PostgreSQL, Docker, nginx, Linux, Git, pytest, Playwright

AI: Hermes Agent, Claude Code, Codex, MCP servers, LLM agents, evals, vLLM, computer-use UAT, RF-DETR

Sports tech: marker and markerless motion capture, force plates, high-speed cameras, radar, TrackMan, Hawk-Eye (baseball, basketball), HitTrax, Blast

EDUCATION

University of Washington, B.S. Informatics 2024