LEE, JUN SEOK

Computer Science Major 3rd Year

(778 – 989 – 4707) github.com/102plee 1022peterlee@gmail.com

TECHNICAL SKILLS

Programming: Java, C/C++, C#, Python*, HTML5*, JavaScript*, WebGL

Tools/Environment: IntelliJ, Github, Unity, R

Testing: JUnit, GDB

* = Currently learning

TECHNICAL PROJECTS

Simple Weather Tracking App

2019 - 2020

- Extracted JSON from web page with current weather data

- Parsed weather data from JSON using Google's GSON API
- Updates App on whether an umbrella is needed
- Skills: Android Studio. Java

Text Based Game 2019 - 2020

- Used Unity to make a short story driven game
- Applied Yarn, a language used for dialogue in games
- Coded events together with Unity objects
- Skills: C#, Unity, Yarn, Art

Pixel Art Generator (Academic Project)

2019

- Coded C++ to create pixel art given a full resolution drawing
- Used depth- and breadth- first search algorithms to determine closest and best fit colored pixels
- Used GDB for debugging code, learned from class
- Skills: C++, GDB

On Screen Text Presenter

2020

- Coded NodeJS and Java applications that took Discord messages, and scrolled them across the screen.
- Used the JFrame API and Discord API to process messages real time
- Skills: NodeJS, Java

VOLUNTEER EXPERIENCE

Moderated High school's Makerspace

2014 - 2018

- Set up the high school's iPads, Laptops, Computers, etc. for use throughout the day
- Fixed tech and assisted in simple troubleshooting services
- Greeted various students who needed tech in a polite manner

Volunteered at UBC Technical Career Fair

2020

- Assisted in booth setups, provided help to 800+ students and 40+ employers
- Was flexible in filling any roles that were in need

EXTRACURRICULARS

Has confident artistic skill

- Has been drawing since an early age
- Takes drawing and graphic design commissions online, developing customer service skills
- Skilled in Adobe Photoshop, Adobe Premiere Pro, and Adobe Animate
 - Have created animated shorts and fan made art pieces

EDUCATION

- 2nd Year Bachelor of Science, Computer Science Major
 - University of British Columbia, Vancouver, BC

2018 - Present