

CHRISTOPHER LEE

SOFTWARE ENGINEER

CONTACT

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SKILLS

Languages

| Java
| SQL
| HTML / CSS
| JavaScript / jQuery
| Python
| C#
| C / C++
| Swift
| Objective-C
| Ruby
| PHP

Software

| Object-oriented programming
| Web Development
| iOS Development
| Scripting
| Git / Subversion
| OpenGL
| Visual Studio
| Microsoft Office
| Adobe Photoshop
| Sony Vegas

PROJECTS

| League of Legends iOS App
| Pacman & Ghostbusters Game
| Rideshare Organizer SaaS App
| Raytracer
| COOL Compiler
| AM Radio
| Electroencephalograph

EXPERIENCE

Naehas, Inc.

Jul 2015 - Present

Software Engineer

Palo Alto, CA

| Working as a lead full-stack development engineer on the product team in charge of designing and implementing a platform workflow engine.
| Creating new and exciting prototypes monthly for sales demos with our Fortune 500 clients, as well as triaging and solving feedback support issues.
| Coordinating with Client Services team to concurrently execute dozens of multimillion-dollar campaigns on production service with 24/7 on-call support.
| Focus: Java, MySQL, Hibernate, JSP, Spring, HTML, CSS, JavaScript, jQuery.

Broadcom Corporation

Jun 2013 - Aug 2013

Intern: Cable Broadband Hardware

Irvine, CA

| Developed a software program single-handedly to help automate hardware device control.
| Provided the user with the ability to gauge and calculate hardware device values (signal frequencies, gains, bandwidths, code rates, symbol rates, power levels) and automated these calibrations for satellite signal testing.
| Focus: Visual Studio, C++, C#.

Global Philanthropy Forum

May 2012 - Aug 2012

Software Program Developer: Philanthropy Nexus

San Francisco, CA

| Collaborated with a small team to fully design and develop an online SaaS program known as the Philanthropy Nexus.
| Imported data on global philanthropy groups, established interconnections based on interest, region, funding strategy, etc., and illustrated it all on an interactive map.
| Focus: Java, HTML, CSS, JavaScript, jQuery, Python, SVG.

Broadcom Corporation

Nov 2011 - Dec 2011

Part-time Intern: Software Engineering

Irvine, CA

| Designed and implemented user interfaces in an embedded software project on displaying EPGs on a TV screen.
| Focus: HTML, CSS, JavaScript.

EDUCATION

University of California, Berkeley

Aug 2011 - May 2015

B.S. Electrical Engineering and Computer Sciences, Minor in Music

Relevant Courses:

| Programming, Data Structures, Machine Structures
| Operating Systems and System Programming, Compilers
| Software Engineering, Computer Security, Database Systems
| Computer Graphics, Artificial Intelligence, Machine Learning
| Discrete Mathematics and Probability Theory
| Efficient Algorithms and Intractable Problems
| Signals and Systems, Microelectronic Circuits and Devices