Caden Lee

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EDUCATION

University of California, Irvine — Irvine, CA
Currently pursuing Bachelor of Science in Computer Science — *September 2024 – June 2028*
- Campuswide Honors Collegium

EXPERIENCE

Software Developer, UCI ICS Student Council — November 2024 – Present
University of California, Irvine — *Irvine, CA*
- Improving UCI's PeterPortal (https://peterportal.org/), a feature-rich course planning service for students (TypeScript, React, PostgreSQL, Drizzle, tRPC), as part of a small team
- Identifying and resolving issues proactively by working with users, teammates, and other council committees

Web Developer, StudyingWorks Tutoring Club — 2022 – 2024
Redondo Union High School — *Redondo Beach, CA*
- Led team to develop and deploy a website (JS/HTML/CSS) for hosting videos, club information, interactive activities, and tutoring services for high schoolers
- Coordinated efforts with producers and other club leadership to regularly publish content and news

Programmer, Beach Cities Robotics (FRC Team 294) — 2023 – 2024
Redondo Union High School — *Redondo Beach, CA*
- Programmed movement and LED subsystems for multiple competition robots (Java, WPILib)
- Quickly integrated and adapted into a large, dynamic team
- Researched and compared new team software options, including dashboard critical to in-match performance

PROJECTS

Sheatfish (Spreadsheet/CSV Editor) | *Rust, Crossterm* — June 2024 – September 2024
- Developed a productive command-line spreadsheet editor for working with CSV-like data
- Tested with multiple end users and operating systems for optimal compatibility and UX
- Documented extensive functionality (e.g. vi-like keybinds)

Crushed (Icebreaker Web App) | *Socket.IO, Express, Node.JS, SQLite, React, Bootstrap* — November 2024
- Implemented a full-stack icebreaker app in 5 days with lobbies, room assignment, and chat features
- Coordinated teammates' responsibilities and orchestrated effective client-server integration through sockets
- Ranked top 9 in UCI's 2024 WebJam

Homepage Omni | *JavaScript, HTML, CSS* — June 2024 – Present
- Defined a feature-rich browser homepage based on personal productivity and configurability requirements
- Reviewed and released extension for Firefox (also compatible with Chromium-based browsers)

Landform Eclipse (Web Game) | *JavaScript, HTML, CSS* — December 2022 – August 2023
- Created a world generation algorithm, 2D physics system, asset handler, and game rules
- Investigated performance in terms of games/rendering, and specifically with JavaScript/the web

Supertris | *C++, SFML* — June 2024 – August 2024
- Implemented a configurable stacker game partially following the Tetris Guideline
- Focused on code quality, modularity, and readability

Personal Websites | *JavaScript, HTML, CSS, GitHub Pages* — December 2021 – Present
- Showcased projects, work, and interests on evolving personal and professional website portfolios (https://cadecraft.github.io/, https://cadenlee2.github.io/)

TECHNICAL SKILLS

Languages: C++, Rust, JavaScript, TypeScript, Python, Java, HTML, CSS/SCSS, SQL
Frameworks/libraries: React, Express, Node.js, Socket.IO, OpenGL, SFML, SQLite
Tools: Git/GitHub, VS Code, Vim/Neovim, Powershell, Bash/Zsh