

Caden Lee

424-237-4509 | cadenl4@uci.edu | [linkedin.com/in/caden-lee-b76441275](https://www.linkedin.com/in/caden-lee-b76441275) | github.com/cadecraft

EDUCATION

University of California, Irvine

Currently pursuing Bachelor of Science in Computer Science

Irvine, CA

September 2024 – June 2028

EXPERIENCE/ACCOMPLISHMENTS

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 club videos, information, interactive activities, and tutoring services
- Coordinated efforts with producers and 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 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

Member, UCI Campuswide Honors Collegium

2024 – Present

University of California, Irvine

Irvine, CA

- Taking challenging multidisciplinary courses and preparing for impactful research in my field
- Collaborating in a diverse, talented learning and leadership community with student council participation

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 and analyzed multiple end users and operating systems for optimal compatibility and UX
- Documented extensive functionality (e.g. vi-like keybinds)

Tardigrade Chat | Socket.IO, Node.js

November 2021 – January 2023

- Created a responsive chat app with message reactions, image embedding, and interactive commands
- Analyzed and addressed security exploits (e.g. privilege escalation, message spamming)
- Deployed using Render hosting

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)
- Maintaining with occasional features/bug fixes while using as a daily driver

Landform Eclipse (Web Game) | JavaScript, HTML, CSS

December 2022 – August 2023

- Implemented world generation algorithms, physics, asset handling, and game rules
- Investigated performance in general with respect to games/rendering and specific to 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, Python, Java, JavaScript, HTML, CSS

Frameworks/libraries: React, Node.js, Socket.IO, OpenGL, SFML

Tools: Git, VS Code, Vim/Neovim, Powershell, Bash/Zsh