

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

- Contributing to UCI's PeterPortal (<https://peterportal.org/>), a feature-rich course planning website serving thousands of students, in a small, proactive project team (TypeScript, React, PostgreSQL, Drizzle, tRPC, SCSS)
- Orchestrated, tested, and tracked migration of user course roadmap data from a related website, Zot4Plan
- Integrated a new general education requirements menu and enhanced mobile support

Software Engineer Fellow, Product Association

November 2024 – April 2025

University of California, Irvine

Irvine, CA

- Developed a cross-platform collectible trading app, Knick Knack, in a selective quarter-long product incubator
- Worked with a product manager (Jira) and designers (Figma) to implement key user authentication, UI (React Native/Expo), backend (Flask, Firebase), and image recognition (TensorFlow) features on a tight schedule
- Won 1st place in the fellowship's culminating pitch competition with a strong technical demo

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)

SpeedStreets | Socket.IO, Express, OpenStreetMap, Leaflet, React, Vite

November 2024

- Implemented a full-stack multiplayer geography quiz game with real-time map data, lobbies, and chats
- Integrated client and server with sockets and optimized game logic with data structure knowledge
- Coordinated team to develop in 3 days and presented to peers at IrvineHacks 2025

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, PostgreSQL, OpenGL, SFML, SQLite

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