Caden Lee

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EXPERIENCE

Lead Frontend Developer, Koios Marketplace
July 2025 – Present

Koios Enterprises LLC — *Calabasas, CA*

- Managing Agile development for an early-stage e-commerce web frontend
- Established an in-house React component library, Redux state for major features, and site navigation diagrams
- Interviewed, hired, and onboarded candidates for various technical roles
- Assisted in architecting and integrating TypeScript/Zod/Express schemas and microservices
- Tracking requirements and progress via Jira with shareholders, business analysts, and designers

Project Lead, UCI ICS Student Council
November 2024 – Present

University of California, Irvine — *Irvine, CA*

- Leading a team of 7+ contributors to UCI's PeterPortal (https://peterportal.org/), a feature-rich course planning website serving 2,000+ students each month (TypeScript, React, PostgreSQL, Drizzle, tRPC, SCSS)
- Orchestrated, tested, and tracked migration of users' 4-year college roadmaps from a related website, Zot4Plan
- Built an ETL pipeline to organize user-provided AP exam scores and community college courses into separate tables based on school-provided data, allowing transferred courses to clear prerequisites

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 product incubator
- Worked with a product manager (Jira) and designers (Figma) to implement user authentication flows, 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

PROJECTS

Rical (full-stack cross-device calendar app) | *Rust, Crossterm, Axum, PostgreSQL*
August 2025 – Present

- Created a multi-user calendar app that syncs across devices, secured with JWTs
- Designed an extensible terminal UI component system with forms, input validation, and keyboard navigation
- Deployed database and API with Docker and Railway

SpeedStreets | *Socket.IO, Express, OpenStreetMap, Leaflet, React, Vite*
November 2024

- Implemented a multiplayer geography quiz game with real-time map data, lobbies, and chats
- Integrated client and server with sockets and interfaced with OpenStreetMap via Overpass QL
- Coordinated 4-person team to develop in 3 days and presented to peers at IrvineHacks 2025

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 keyboard shortcut system (vi-like keybinds) and configuration file syntax

Personal Websites | *JavaScript, HTML, CSS, GitHub Pages*
December 2021 – Present

- Showcased projects, work, and interests on responsive, evolving personal and professional portfolios (https://cadecraft.github.io/, https://cadenlee2.github.io/)

EDUCATION

University of California, Irvine
Irvine, CA

Currently pursuing Bachelor of Science in Computer Science — *September 2024 – June 2028*

- Campuswide Honors Collegium, Humanities Core Research Award, ICS 6B learning assistant

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, C++, Rust, Python, Java, HTML, CSS/SCSS, SQL
Frameworks/libraries: React, Express, Node.js, Socket.IO, PostgreSQL, tRPC, Zod, Redux
Tools: Git, GitHub, Powershell, Bash/Zsh