

# Clifford Lee

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Second-year Computer Science student with a passion for developing effective and efficient software. Currently pursuing internship and co-op opportunities to contribute to projects I am interested in and to gain relevant industry experience.

## Education

University of Southern California, GPA: 3.5  
Computer Science B.S.

August 2015 – December 2018  
Los Angeles, CA

### **Honors and Awards**

- Presidential Scholarship (Half-ride for 4 years), Dean's List (2015-2016)

### **Coursework:**

- Data Structures and Object Oriented Design (2015)
- Discrete Methods in Computer Science (2016)
- Principles of Software Development Java (2016)
- Introduction to Algorithms & Computing (2016)
- Software Engineering (2017)
- Computer Systems (2017)

## Work

Undergraduate Software Research Assistant  
*USC Robotic Embedded Systems Laboratory*

September 2016 - Present  
Los Angeles, CA

- Currently designing drivers to allow for interaction between the goby-acomms (Acoustic Communications) library and the Evologics modem
- Developing C++ drivers with various libraries such as the Boost library and Google's C++ Protocol Buffers

Data Structures and OOP Teaching Assistant  
*USC Viterbi School of Engineering*

August 2016 - Present  
Los Angeles, CA

- Currently working as a course producer (undergrad teaching assistant) for USC's Data Structures course
- Hold office hours, teach lab hours, and grade coursework on a weekly basis

## Projects

PawPrints – TreeHacks 2017

- A mobile application designed to gamify the lost pet searching experience via positive user reinforcement and possible incentives
- A React-native front-end allows for mobile device compatibility while a Node.js & Google Cloud Store back-end allow for efficient querying of stored data points and user accounts
- Developed the entire node backend from the ground up. Incorporated technologies such as Express, Google Cloud Store, Google Maps API, and various middleware

ScaI – CS201 Principles of Software Development

- A functional calendar developed with the USC student in mind
- An Angular.js 2.0 front-end allows for easy and smooth calendar usage and updating while a Java/Tomcat back-end allows for course scheduling, mutual study time discovery, and rudimentary social networking
- Built a majority of the front-end. Incorporated technologies such as Angular 2.0, ui-calendar, angular-strap, and other front-end tools

USC Coursework

- All programming assignments completed between Fall 2015 and now, available on request

## Languages, Skills, & Familiar Technologies

- |              |                       |                          |                             |
|--------------|-----------------------|--------------------------|-----------------------------|
| ▪ C/C++11    | ▪ Boost C++ Libraries | ▪ Node.js                | ▪ Testing (Mocha, Cucumber) |
| ▪ Java       | ▪ PHP                 | ▪ React.js, Redux        | ▪ Linux                     |
| ▪ Python     | ▪ SQL/noSQL Databases | ▪ Angular.js 2.0         | ▪ Shell (Bash) scripting    |
| ▪ HTML5/CSS3 | ▪ ES6 JavaScript      | ▪ Task Automation (Gulp) | ▪ Linters                   |

## Leadership & Involvement

ACM Treasurer

*Association for Computing Machinery, USC Chapter*

December 2016 - Present  
Los Angeles, CA

- Elected a Member of the USC ACM E-board in Fall 2016
- Organized events, secured funding for such events, oversaw club accounting, and acquired sponsors
- Oversaw events such as TrojanHacks, ACM Tech Talks, etc.

Code the Change Web Developer

*Code the Change*

January 2017 - Present  
Los Angeles, CA

- Front-end web developer for the USC Code the Change team, which does pro-bono development for social impact organizations
- Developing an internal tool to poll members for temperature checks, which later provide information for analytics and data visualization
- Working closely with many modern technologies: React.js, Node.js, Webpack, Gulp, ES6 Javascript, Linux