

# AUSTIN LEE

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## SKILLS SUMMARY

- Knowledge of fundamental programming concepts such as object orientated programming
- Passion to design and create maintainable code, has a sense of personal responsibility and thrives on new challenges and responsibilities
- Ability to analyze and determine proper software engineering tradeoffs to optimize for the needs of the project and environment

## COMPUTER PROFICIENCY

- Languages: Ruby, C++, C, Java, Javascript, JQuery, Bash, PHP, MySQL
- Operating System: Unix, Ubuntu, Mac OSX, Windows 7
- Frameworks: Ruby on Rails, Sinatra, Backbone.js, Meteor, Bootstrap, Qt, Sql, NoSql
- Development Tools: Git, Perforce, JIRA, Code collaborator, Github, Visual Studio, Vim

## PROFESSIONAL EXPERIENCE

### **FutureAdvisor Software Engineer**, San Francisco, CA, May 2013 - August 2013

Worked with the marketing team to develop features in an agile fast-paced startup environment.

- Completed several projects, using the minimum viable product strategy to optimize for speed
- Designed and implemented A/B tests using Optimizely and A/Bingo
- Analyzed and improved upon customer acquisition campaigns
- Added business value: quick features, tests and iterations to answer pressing startup questions including product customer fit

### **Autodesk Mudbox Software Engineer**, Toronto, ON, September 2012 - December 2012

Worked on the Mudbox application with an global team to add new sculpting tools.

- Enriched existing paint and topology operations using Qt to create well-designed user experiences
- Leveraged 3D mesh algorithms to create and implement 2 community-requested curve tools
- Provided solutions and implementations for 5 "Small Annoying Things" targeted at users
- Added business value: happier business clients, added functionality and usability to product

### **Qualcomm Inc Software Engineer**, San Diego, CA, January 2012 - April 2012

Worked with the Kernel and MDM team to create low level applications for the Qualcomm Snapdragon

- Develop, implement and test two userspace applications for mdm linux platform using C++
- Worked with several teams to design a standardized data transfer protocol for vendor application
- Learned how to develop applications in Open Embedded and improved my understanding of Unix
- Added business value: improve relationships with vendors, faster testing process, push product feature to complete for earlier release

## EDUCATION

### **Candidate for Bachelor of Software Engineering**, Co-operative Program

- University of Waterloo, Waterloo, ON
- Started September 2010, graduating April 2015
- Relevant classes: User Interfaces, Advanced Algorithms, Data structures, Databases, Operating Systems