

# Sean SHINIL Lee

Agile, receptive and detail-oriented mobile developer with a strong, academic background in mobile applications for both iOS and Android. Fast in learning and adapting.

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## EDUCATION

Bachelor of Science, Mobile Development

**FULL SAIL UNIVERSITY** 06/2019 - 03/2022

Winter Park, FL

## PROJECTS

**THE FOOTBALL GALLERY** 01/2022 - 02/2022

Provides football fans live data such as news, fixtures, and standings. Lets users interact with basic social networking service(SNS) features.

- An individual project, built all core components of a news & social network with Java.
- Displayed live data that was pulled from public APIs, using OKHttp library
- Implemented CRUD operations for forum to maintain data, which were remotely stored using Google Firebase
- Authenticated and registered users with Google Firebase

**YES, BOSS** 01/2022

Maximized communication between employer and employees by utilizing task lists with checkboxes rather than separate messages.

- An individual project, build all the core components of a to-do list app.
- Task lists performed CRUD operations to maintain data, and are stored remotely using Google Firebase
- Authenticated and registered users with Google Firebase

## EXPERIENCE

**REPUBLIC OF KOREA MARINE CORPS** 06/2017 - 03/2019

Sergeant, Combat Engineer

- Supervised a team and developed harmonious relationships from various ranks, while optimizing tasks as a squad leader
- Improved leadership and management skills by overcoming challenging situations, while also boosting personal character development.

**DESIGN** 2015 - Present

- Prepared and practiced personal design for art college in Korea by studying the basics of design
- Improved sense of design and experience in UX/UI which helped with personal development, prototyping and skills in Adobe XD.

## MORE

### TOOLS/ PLATFORMS

Android Studio,  
XCode(iOS),  
Visual Studio,  
Github, API

### DATABASES

MySQL,  
Google Firebase

### DESIGN

Adobe XD,  
Adobe Illustrator

### LANGUAGES

English, Korean

### PROGRAMMING LANGUAGES

Java, Swift,  
C#, JSON/XML