

Sean Shinil Lee

Mobile developer with a strong academic background in mobile applications for both *iOS and Android*. Passionate about learning and leading the application of emerging techniques, technologies, and best practices.

📍 Orlando, FL

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SKILLS

TOOLS/ PLATFORMS	Android Studio, XCode(iOS), Visual Studio, Github, API	DESIGN	Adobe XD, Adobe Illustrator
PROGRAMMING LANGUAGES	Java, Swift, SQL, C#, JSON/XML Object Oriented Programing(OOP)	DATABASES	MySQL, SQLite, Google Firebase
		LANGUAGES	English, Korean

PROJECTS

THE FOOTBALL GALLERY Android Application (Mobile)

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

- Conducted analyses for demographics and target audiences, platforms, and competitive applications
- Solely provided full-stack development of entire project
- Utilizing Java: designed, developed, and build core components of news and social network to maximize user experience.
- Used public APIs / OKHttp Library / multi-threading to deliver data between backend and frontend and displayed the live data via Virtual Machine. (aka. Android Emulator or Simulator)
- Leveraging Google Firebase, increased security posture to register, authenticate, and store data remotely.
- Implemented CRUD operations to handle and maintain user data, structured and normalized the database.

YES, BOSS Android Application (Mobile)

An individual project maximizing communication between employer and employees by utilizing task lists with checkboxes rather than separate messages.

- Solely provided full-stack development of entire project
- Built all core components of a to-do list application
- Performed CRUD operations to maintain user-generated data, which were remotely stored in normalized Google Firebase Realtime Database.
- Increased database security using Google Firebase pre-built authentication UI. (Firebase Auth)

APPLICATION TESTER Android Application (Mobile)

An individual project testing whether the application's features and navigations work properly.

- Tested the Form Activity using the Android Espresso library to see if the input is valid
- Conducted a unit/application/automated test using the Android UIAutomator library for entire application

Code available upon request

EDUCATION

Bachelor of Science, Mobile Development 06/2019 - 03/2022

FULL SAIL UNIVERSITY Winter Park, FL

Awards: Advanced Achievement Award

VOLUNTEER

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.

INDUSTRIAL DESIGN 2015 - Present

- Prepared for an art college and practiced personal design 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