# **EUN PYO (JASON) LEE**

+82-10-5203-7623 | eunpyo@umich.edu | https://jason-personal-website.com | https://github.com/EunPyoLee

## **EDUCATION**

#### **UNIVERSITY OF MICHIGAN**

September 2014 - December 2020

GPA: 3.51 (Scale of 4.00)

**B.S.** in Computer Science

- Co-founder of Community Venture Club 2016
- University Honors April, 2015
- Courses: Web Development, Advanced Operating System, User Interface, Software Engineering, Data Structure and Algorithms, Foundations of Computer Science, Environmental and Resource Economics, Micro and Macro Economics, Economic Statistics and Metric, Entrepreneurship

# **EXPERIENCE**

LINGCO LANGUAGE LABS May 2020 - July 2020

Language Teaching Platform for Public Education

Full-Stack Software Engineering Intern

Lansing, Michigan

- Developed Lingco's payment system using the Stripe API. Leveraged webhooks to follow the 3-D secure protocol and prevent duplicate charges
- Refactored portions of the source code by removing redundant calls to the Context API and Redux and creating a centralized place to hold the states. Broke down a table-like component into a smaller column-like module to provide more flexibility to the parent component
- Updated the UI/UX of Lingco's product for the new version by building search filters, drawable sidebar, and list/grid view mode

#### **EDENCHAIN HEADQUARTER**

July 2018 - December 2019

Seoul, South Korea

International Permissioned Blockchain Platform Company

Business Development Intern and Edenchain Ambassador

- Wrote over 70 daily top 50 cryptocurrencies analyses and crypto market news to provide the executives with insights for strategic business decisions
- Collaborated with the task force team from Chung-Nam province to research the potential effect of local crypto currency in the local economy and how to differentiate "Chung-Nam Coin" to other domestic virtual and local cryptocurrencies
- Led a cryptocurrency use-case research in the "Si-Heung Surfing Park Project", expected to be a training center for Tokyo Olympic surfers, providing an idea of an amusement park coin based on a cryptocurrency for a more versatile and valuable virtual coin

## **PROJECTS**

**GipTalk** July 2020 - Current

Side Project - iOS Mobile Application Development

- Designed an iOS chat app where users express messages through a GIF image from Giphy or a custom GIF image
- Built UI with a lightweight, modern framework SwiftUI which is declarative and reactive for seamless UI/UX and
- Currently working on the server-side and scalability to provide a high availability and real-time experience for the service with the expected scale of 5.8 million total users and 1.6 million active users

July 2020 - August 2020 **SPA Personal Website** 

Side Project - React Personal Website

- Designed a single page web app adaptable for future build-ups that uses react-router to dynamically change contents
- Styled with Material-UI and custom CSS including flexible grid to support cross-browser compatibility
- Improved maintainability and adaptability by modularizing components and separating out static data

Jade VS Jason April 2020 - May 2020

Side Project – Game Development and Physics Engine

- Implemented react web app compatible Cannonball shooting game built on top of the physics engine Matter.js
- Leveraged the concept of transaction logging used in operating systems to provide isolation in collision detection, delivering a solution for hit damage bug and an inconsistency in switching turn

**Thread Library Project** 

January 2020 - February 2020

Academic Project – Advanced Operating System

- Built a high-level synchronization tool imitating the thread library in a multi-processor environment
- Managed memory applying RAII for the consistency and maintainability, reducing significant amount of debugging time
- Improved 20% in memory usage through a thread garbage collector and 10% in CPU time consumption on average through a minimization of Linux's set and swapcontext call during a thread state change