EUN PYO (JASON) LEE

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EDUCATION

UNIVERSITY OF MICHIGAN   **September 2014 – December 2020**
B.S. in Computer Science   GPA: 3.51 (Scale of 4.00)
- 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   Lansing, Michigan
Full-Stack Software Engineering Intern
- 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**
International Permissioned Blockchain Platform Company   Seoul, South Korea
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 maintainability
- 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

SPA Personal Website   **July 2020 – August 2020**
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