

PAUL LEE

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TECHNICAL SKILLS

Languages: React, Node JS, JavaScript, TypeScript, Python, Java, HTML, CSS

Tools: AWS, Git, Docker, MongoDB, GCP, MySQL

EXPERIENCE

Software Engineer Intern

June 2022 - Aug 2022

Publicis Sapient | Toronto, ON

- Used Javascript with the React framework to build a mock website to test front end components
- Built a chat bot service for a phone company's website to help reduce human interaction for customer services
- Trained Dialogflow machine learning algorithm to streamline human interaction and assistance

Tech Services, Repair & Solutions Intern

Feb 2016 – May 2016

Staples | Sarnia, ON

- Utilized Windows software troubleshooter and setup
- Fixed faulty PCs and Laptops using hardware analysis techniques

PERSONAL PROJECTS

Realm Harvest | <https://github.com/Feikaa/realm-harvest> | React, NodeJS

July 2023 - November 2023

- Created a resource management clicker game that enables players to gain population and gather resources
- Features a visually appealing interface showcasing various areas for resource collection using React
- Incorporates MongoDB database integration to enable players to create accounts, save in-game progress, and seamlessly continue game play sessions across devices
- Continuously adding and fine-tuning game features based on player feedback to optimize gameplay and overall enjoyment

Sharena Bot | Python

May 2023 - June 2023

- Developed a Discord bot using Python that contains a hangman game feature, enabling players to guess the names of characters from the popular game Fire Emblem Heroes
- Implemented a Python web scraper script to retrieve the names of the characters from online sources, ensuring accurate and up-to-date information for the hangman game
- Utilized Discord API and libraries such as Requests and BeautifulSoup to facilitate bot functionality and data retrieval
- Integrated user input and game logic to provide an interactive hangman experience, enhancing user engagement and entertainment

Runecrafter | <https://github.com/Feikaa/runecrafter> | React

Aug 2022 - Jan 2023

- Developed a web clicker game inspired by Old School RuneScape that allows the player to mine and create runes to use to purchase upgrades that keeps the game experience unique and progressive
- Included features such as a levelling and prestige system, different types of runes to craft, and multiple modes to play
- Used React to make it easier to implement and manage different components, along with making an interactive and clean UI for the player

Wild Plants | <https://github.com/Feikaa/PlantMod> | Fabric API, Java, Git, Gradle

Aug 2021 – Jan 2022

- Made a Minecraft game modification that implements wild berries, mushrooms, and other various plants to eat and use for other purposes such as crafting
- Created an expanded selection of plants for the player to eat, some with unique effects, and adds more uses to existing items that do not have many uses in the vanilla game
- Used Fabric Modding API to assist in creating new plants by inheriting from existing Minecraft classes, mixins to edit existing classes, and tools to edit Minecraft's world generation algorithm to allow the new plants to generate in the world

EDUCATION

Bachelor of Applied Science in Computer Science

Sept 2018 – June 2023

McMaster University | Hamilton, ON

- GPA: 3.90/4.00
- Related Courses: Computational Thinking, Web Systems and Web Computing, Discrete Math w/ Applications, Computer Architecture, Software Development, Algorithms & Complexity, Databases, Computer Networks & Security, Software Testing