

YOUNGMIN LEE

<SOFTWARE ENGINEER>

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youngminlee.net

TECHNICAL SKILLS

Advanced: JavaScript/Node (ES6), HTML/CSS, Java, C++, REST APIs, Linux shell scripting (bash)

Intermediate: MySQL, git, PHP, Agile development, Kanban

EXPERIENCE

Web Development Intern, Quick Ship Brands

(May 2017 - June 2018)

- Built a web application for inventory management, leading to a 95% decrease in missing inventory
- Developed an inventory auditing and reporting interface to better serve clients
- Automated product listing processes which reduced manual user data entry processes by 80%
- Utilized various Javascript libraries to create real-time, API-backed revenue data visualizations
- Created multiple responsive e-commerce sites for client use

PROJECTS

Student Developer, Operating Systems Course

(June 2017 - August 2017)

- Built a Unix-like file system for ThreadOS using Java, which allows user thread programs to interface with the file system through stream-oriented files

Student Developer, Hardware and Computer Organization Course

(March 2017 - June 2017)

- Created an inverse assembler to convert memory image instructions into 68000 assembly language
- Performed black-box and white-box testing on runtime application code

Contributor, U-Wave App

(January 2016 - May 2016)

- Decreased buffering by 2-3 seconds within the application for all context changes
- Implemented UI/UX changes to the U-Wave internet radio station app

Project Lead, UW Events App

(October 2015 - February 2016)

- Led a three person team in creating a mobile application to share and view UW Bothell student activities
- Followed an agile development model to deliver three major deployments to the student body

EDUCATION

University of Washington, Bachelor of Science: Computer Science and Software Engineering (3.5 GPA)

(September 2015 - Present)

- **Relevant Coursework:** Data Structures & Algorithms, Software Engineering Analysis and Design, Hardware and Computer Organization, Operating Systems, Database Systems, Media Databases