

Aaron Lee

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github.com/fungeey

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Technical Skills

Languages: C#, Java, Kotlin, C++, JavaScript, HTML, CSS

Technologies: Unity Game Engine, .NET Framework, Android Development, Firebase

Education

Ryerson University

Sept. 2020 - 2024

B.Eng Computer Engineering

Experience

Scarborough Chinese Baptist Church

Apr. 2021 - Aug. 2021

Program Coordinator

Toronto, ON

- Designed and executed a 4-week interactive online summer camp for children aged 5 - 10.
- Handled all parent - staff communications and registration data for the whole camp.

Genexis Design

Summers, 2018 - 2020

Software Engineering Intern

Markham, ON

- Produced an AR app using C# and Unity to view office layout models at scale in a physical space.
- Designed tools to categorize, draw, and label regions of an office blueprint in a WPF app.
- Responsible for QA testing and debugging complex programs.

Projects

Interactive Neural Network (Javascript)

[Github Link](#)

- Implemented a multi-layer perceptron from scratch that solves the XOR problem.
- Used Chart.js to plot the network's error and WebWorkers to run training in a background thread.
- Designed a responsive, mobile friendly website with HTML and CSS.

Chess Engine (C#)

[Github Link](#)

- Implemented chess using MonoGame, including an algorithm to validate a user's moves.

TeachAssist Web Scraper (C#)

[Github Link](#)

- Automatically logs into Teach Assist and scans a student's assignments and marks for easy analysis (ie calculating averages with excel).

Rock Climbing Training App (Kotlin, Firebase)

- Prototyped an app using Android Studio to generate a training plan tailored to target a person's weaknesses in rock climbing, based upon different physical factors.
- Used Firebase API calls to store user data in the cloud.