

# Gavin Lee

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## EDUCATION

### UC BERKELEY

BS, COMPUTER SCIENCE  
Expected December 2017  
Major: EECS  
Cum. GPA: 3.48

## LINKS

Website:// [gavinblee.com](http://gavinblee.com)  
Github:// [Gavin777](https://github.com/Gavin777)  
LinkedIn:// [gavinblee](https://www.linkedin.com/in/gavinblee)

## SKILLS

### Languages

#### Proficient:

Python, Java, C# , HTML  
CSS

#### Familiar:

JavaScript, SQL, Ruby, C, C++  
Bash

### Software/Framework

Git, Maven, Spring, Docker,  
Jenkins, AWS, Mockito,  
PostgreSQL MySQL, Rails,  
IntelliJ, Vagrant, VirtualBox

## COURSEWORK

CS162: Operating Systems\*  
INFO253: Web Architecture\*  
CS186: Database Systems  
IEOR190D: Data, Signals and  
Systems  
CS168: Internet Architecture  
CS161: Computer Security  
CS170: Efficient Algorithms  
CS188: Artificial Intelligence  
CS C8: Data Science  
CS61C: Computer Architecture  
CS61B: Data Structures  
CS61A: Structure and  
Interpretation of Computer  
Programs (Lab Assistant)

\* In progress

## ACTIVITIES

2016 Intramural Volleyball  
2016 Tennis at Cal  
2015 Celli at Berkeley  
2015 Pioneers in Engineering  
2014 Klesis

## EXPERIENCE

### THE CLIMATE CORPORATION | SOFTWARE ENGINEERING INTERN

May 2017 - August 2017 | San Francisco, CA

- Designed, developed and deployed a full stack data visualization service
  - Responsible for frontend in JavaScript, backend in Java and all aspects of deployment, including continuous integration and development using Docker containers and AWS ECS and promoting to different environments using Jenkins
- Removed connection secrets from source code by using AWS SSM Parameter Store
- Created new features and wrote unit tests and integration tests for a service that manages product entitlements

### OSISOFT | SOFTWARE ENGINEERING INTERN

May 2016 - August 2016 | San Leandro, CA

- Reliability: Used C# to automate and refactor tests as well as write performance tests to detect regressions, test improvements and eliminate bottlenecks
- DevOps: Wrote Powershell script that remotely updates production software on multiple machines in parallel
- Feature work: Collaborated with other teams to create new features in C++ and expose them in the graphical user interface. Also wrote automated tests for these features
- Security: Fuzz tested production software using Wireshark and Peach3

### TECHHIRING | SOFTWARE ENGINEERING INTERN

Feb 2016 - May 2016 | Remote

- Implemented maintenance endpoint that generates statistics and sends daily summary emails to the business administrators
- Incorporated a projects showcase feature into the user portfolio
- All tasks completed using Python and PostgreSQL and then exposed to front end

### PIONEERS IN ENGINEERING | SOFTWARE ENGINEER

September 2015 - May 2016 | Berkeley, CA

- Development Operations: Set up virtual machines to optimize development and testing. Removed need for physical robot to test code through virtual simulation
- Web Development: Designed and developed Pioneers.berkeley.edu using Jekyll

### BREAKOUT MENTORS | PRIVATE TUTOR

May 2016 - Present | Berkeley, CA

- Teach students fundamental programming and web development concepts in one-on-one setting using Python, Java and HTML/CSS/JavaScript.
- Prepare students for the AP Computer Science A exam

## PROJECTS

### THREADS September 2017

- Used C to create an efficient alarm clock, priority scheduling, priority donation and multi-level feedback queue scheduling for the Pintos operating system

### SECURE FILE STORAGE CLIENT October 2016

- Used Python and its cryptographic tools to build a secure file storage client. Features include sharing/revoking access to files and efficient updates using Merkle trees

### JUICYBEAN May 2012 - July 2012, June 2015- July 2015

- Independently developed JuicyBean, an Android game with over 2500 downloads