

Gordon Lei

glei@andrew.cmu.edu ❖ <https://www.glei.dev/> ❖ (917) 745-7856

EDUCATION

Carnegie Mellon University Silicon Valley

Dec. 2023

Master of Science in Software Engineering

Mountain View, CA

- Notable courses attending: Foundations in Software Engineering, Software Verification and Testing

New York University Tandon School of Engineering

May 2022

Bachelor of Science in Computer Science, Minor in Game Engineering and Cybersecurity

Brooklyn, NY

- Cumulative **GPA: 3.723/4.0**; Dean's List: 2018 - 2022
- Notable courses completed: Object-Oriented Programming, Introduction to Databases, Computer Networking, Computer Security, Software Engineering, Artificial Intelligence, Applied Internet Technology

SKILLS

Programming Languages: JavaScript, Python, Haskell, Prolog, C++, Java, Swift,

Tools/Framework: Node.js, MongoDB, React, Tailwind CSS, Git, Bootstrap, PostgreSQL, Flask, Django

WORK EXPERIENCE

New York University Tandon School of Engineering

Jan. 2021 – May 2022

Software Engineering and Senior Design Teaching Assistant

Brooklyn, NY

- Revamped course materials with professor and aided in teaching a class of 30+ students
- Taught how to write and deploy applications with a Flask backend, React frontend, and CI/CD integration

CrossBorder Solutions

June 2021 – Aug. 2021

Software Engineering Intern

New York, NY

- Collaborated with two interns to create a web-based change data capture application with AWS Lambda
- Devised responsive React-based user interface with query capabilities using Material UI and React Redux
- Built five components with documentation and Jest tests for internal front-end framework

New York University Tandon School of Engineering

June 2019 – July 2019

Object-Oriented Programming Teaching Assistant

Brooklyn, NY

- Formulated class activities and homework with Travis CI and GitHub to facilitate automation for a class of 20

PROJECTS

Lunchify

March 2022 – May 2022

Applied Internet Technology Final Project

- Built a restaurant review website using on Node.js, Express, and React where registered users can view restaurant information retrieved by querying the Yelp API and form lists of visited and plan-to-visit restaurants
- Contained user's lists within MongoDB Atlas database and displayed review score statistics using d3.js

PCGRL for Angry Birds

March 2021 – May 2021

AI for Games Final Research Project

- Led a group of two other members in adapting open-source framework PCGRL (Procedural Content Generation via Reinforcement Learning) to work with Angry Birds clone in generating stable game levels
- Developed a pipeline where Python script would read and write XML files to and from Unity-based Angry Birds clone to feed data to PCGRL

Augmented Library

Sep. 2020 – May 2021

University Project Back-End Developer

- Operated with a sub-team of two other members to devise an iOS app where users scan images with phones to present information through an AR experience akin to reading information from a billboard flyer
- Led sub-team of one other member in implementing Python script employing A* path-finding algorithm to navigate through two floors of Dibner Library