Ikaika Lee

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CAREER OBJECTIVE

Obtain an early career position working with experienced software engineers, engaging in a competitive environment where I can play an integral role in the team's success.

EDUCATION

- Bachelor's of Science, Computer Science with a concentration in Software Engineering
- GPA - 3.14

RELATED COURSES

- Operating Systems
- Object Oriented Design
- Introduction to Database Management Systems
- Algorithm Design
- Programming Languages
- Compiler Construction
- Computer networks
- Advanced Data Structures & Algorithms

SKILLS

- Matlab, Dart, Flutter, Jira, SQL, SCRUM,
- Technical Writing, Communication and Presentation.
- Quick learner who can adapt and work in a group or private environment.

Advanced SKILLS

- JavaScript, TypeScript, Python, Java, C#, CSS, Git, HTML, React, React Native, Node.js, Linux
- Focused and eager to learn.

PROJECTS

Software Systems Project

- Developed a recipe generation app in Flutter using Dart and SQFlite to store recipes and ingredients resulting in meal planning based on the user's inventory.
- Excelled as a front-end and back-end developer in flutter and dart.
- Performed as a team leader to plan and execute on project timeline, using a SCRUM process to ensure deadlines were met and all aspects of the app integrated properly.

Object Oriented Design Project

- Developed a webpage to structure meal plans filled by recipes stored in a database and recommended based on ingredients added.
- Excelled as a front-end developer programming in Python (Django) and HTML to create the webpage and algorithms.
- Acted as the primary project team leader to delegate tasks and ensure all core features were implemented before moving to stretch features.

WORK EXPERIENCE

Undergraduate Research Assistant | February 2023 - May 2023
Transient Research Worker | May 2023 - Present

- Developed real world coding skills using C#, Python, and Matlab to process images and data utilizing machine learning to predict future samples.
- Performed as a Software Engineer interpreting needs of Civil and Environmental Engineers working to write and explain code for projects.
- Developed interpersonal communication skills collaborating with peers to accomplish tasks.

Software/React Developer for Crimer | May 2022 - October 2022

- Developed real world coding skills using React, React Native, Material UI, Node.js, JavaScript, and TypeScript in a competitive work environment while working on websites or apps like Gretna Live to organize a city's events and provide the citizens a place to view them.
- Learned to work in an AGILE environment with weekly SCRUM meetings.
- Collaborated with others to solve problems generated by time and contribution in the team and reach deadlines for real world projects.