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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 in Computer Science with a concentration in Software Engineering  
GPA - 3.14

## Related Courses

Operating Systems  
Object Oriented Design  
Introduction to Database Management Systems  
Advanced Data Structures & Algorithms

Programming Languages  
Compiler Construction  
Computer Networks  
Algorithm Design

## Skills

JavaScript - React.js, jQuery, React Native, Node.js  
Typescript  
Python  
C# - .NET  
Focused and eager to learn

Linux, Git, SQL  
HTML, CSS  
Java - Spring  
Quick learner who can adapt and  
work in a group or private environment.

## Projects

### Software Systems Project

- Developed a recipe generation app in Flutter using Dart and an SQLite database to store recipes and ingredients resulting in meal planning based on the user's inventory.
- Excelled as a full-stack developer coding 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.

### Ink Paradise

- Developing a dynamic Manga reader web application that leverages the MangaDex API to fetch and display manga-related data. The project was built using React, TypeScript, and Material UI to ensure a seamless and visually appealing user experience.
- Ensured the web application is fully responsive, adapting gracefully to various screen sizes and orientations to provide an enjoyable experience on both desktop and mobile devices.
- Utilized the MangaDex API to access a vast database of manga titles, chapters, and metadata. Implemented API requests to fetch manga details, chapter lists, and cover images.

## Work Experience

### Transient Research Worker | Louisiana State University | February 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 Developer | Vigilus | May 2022 - October 2022

- Developed real world coding skills using React, React Native, Material UI, JavaScript, TypeScript, and Restful APIs in a competitive work environment while working on websites like the Vigilus website or apps like Gretna Live to organize a city's events and provide the citizens a place to view them on mobile.
- 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.