# Jack Lee

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## EDUCATION

**University of California, Irvine** — Irvine, CA
*B.S. Computer Science; GPA: 3.61* — *Sept 2021 – June 2025*

## EXPERIENCE

**Google** — June 2024 – Sept 2024
*Software Engineer Intern - Data Center Execution and Health Team* — *Sunnyvale, CA*
- Engineered a monitoring interface displaying cooling device telemetry across all 35+ Google data centers by using Angular, Java, and internal API/SQL database tooling, allowing operations teams to efficiently maintain and diagnose cooling devices.
- Developed a comprehensive design document outlining full-stack architecture, implementation, and testing.
- Utilized asynchronous programming to optimize data retrieval, enabling non-blocking I/O and improving performance through concurrent processing.
- Displayed real-time telemetry in Angular front end with robust unit testing to ensure system stability during API/database failures.

**Google** — June 2023 – Sept 2023
*STEP Intern - Ads Traffic Quality Team* — *Mountain View, CA*
- Developed a front end application using Angular for a traffic experiment management system, focusing on processing user input for 10+ experiment configurations and comprehensive unit testing to reject invalid inputs, allowing developers to better understand how traffic interacts with existing Ads software.
- Created feature-specific design documents outlining mock-ups and design justification, leveraging UI/UX principles to create intuitive and seamless user experience.

**Google** — June 2022 – Sept 2022
*STEP Intern - Core Developer Web Organization* — *San Francisco, CA*
- Developed a reflection interface for protocol buffers in collaboration with another intern and Google SWEs, in order to support interoperability between different protobufs, namely Proto3/JSON and an internal protobuf format.
- Implemented an alternate message type to hold type information in order to ensure types are not lost and to maintain data uniformity during conversion.

## PROJECTS

**Fablix** | *MySQL, Java, JavaScript, HTML, CSS, Git, AWS* — April 2024 – June 2024
- Engineered a Full-Stack movie browsing application containing 100k+ movies/ actors with connection/password encryption, account authentication, <1s search auto-complete, result sorting/pagination, and load-balancing.
- Utilized AWS for hosting with MySQL database, Java Back End, and JavaScript/HTML/CSS.

**ICS Search Engine** | *Python* — April 2023 – June 2023
- Developed a web page search engine in Python using query tokenizing and TF-IDF scores for ranking.
- Created Streamlit interface returning the top 10 results from a multi-word query in <2 seconds.

## RELATED EXPERIENCE

**University of California, Irvine: Student Housing** — Sept 2023 – June 2024
*Resident Advisor* — *Irvine, CA*
- Oversaw 128 students and collaborated with supervisors to deliver learning goals and address community needs.
- Provided on-call crisis management and emergency response for 3,000+ students, and organized 4+ quarterly programs to create an inclusive and growth-focused space for residents from diverse backgrounds.

**Design At UCI** — April 2023 – June 2023
*Project Teams Designer* — *Irvine, CA*
- Collaborated with peers to design and develop a food recommendation app using Figma within 10 weeks.
- Gathered/Analyzed user data from a targeted demographic of 50 people and translated UX survey feedback into design improvements.

## TECHNICAL SKILLS

**Languages**: Java, Python, C++, JavaScript, TypeScript, HTML, CSS
**Technologies**: Angular, Figma, gRPC, MySQL, AWS, Firebase, Linux
**Skills**: Full-Stack Development, Design Documentation, UX/UI