

JONATHAN Y LEE

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EDUCATION

UNIVERSITY OF MINNESOTA – MASTER’S OF COMPUTER SCIENCE, MAY 2013
COLLEGE OF SCIENCE AND ENGINEERING, MINNEAPOLIS MN

UNIVERSITY OF MINNESOTA – BACHELOR OF SCIENCE IN COMPUTER SCIENCE, MAY 2008
INSTITUTE OF TECHNOLOGY, MINNEAPOLIS MN

TECHNICAL SKILLS

LANGUAGES: Java, C/C++, Python, XML, HTML, JavaScript, AJAX, CSS

TECHNOLOGIES: Spring, Neo4j, Kubernetes, Docker, PostgreSQL, React, AngularJS, Maven, Gradle, JAXB, JMS, Apache Karaf, Swing, JUnit, Mockito, ActiveMQ, Android

TOOLS: Eclipse, Jenkins, Drone, VmWare, Git, CVS, AWS, Openstack

OPERATING SYSTEMS: Linux, MacOSX, AIX, Windows

PROFESSIONAL EXPERIENCE

AMAZON - SEATTLE WA

SOFTWARE DEVELOPMENT ENGINEER

OCTOBER 2019 - PRESENT

- Designed and developed features for Amazon’s new Consumer Payments platform.

TARGET - MINNEAPOLIS, MN

SOFTWARE ENGINEER LEAD

MARCH 2015 – OCTOBER 2019

- Designed and developed a Pricing application that analyzed millions of competitor prices which resulted in millions of price changes.
- Developed enterprise applications for authoring, managing and publishing promotions.
- Architected and developed a product that authors, manages and publishes shipping and handling rates for all items on Target.com.
- Executed full stack solutions utilizing AngularJS, React, RESTful micro services, and Neo4j.
- Implemented CI/CD best practices to automate build and deployment to all environments with Kubernetes, Docker, Drone, Chef, Jenkins and Artifactory.

LOCKHEED MARTIN - EAGAN, MN

R&D SOFTWARE ENGINEER SENIOR

JUNE 2013 – MARCH 2015

- Developed research and development air traffic control prototype software for the En Route Automation Modernization (ERAM) program used in future FAA and international contracts.
- Analyzed areas for potential corporate future growth and created proof of concept software that met the customer’s needs.
- Developed Java swing applications, messaging services, thread management utilities, and flight simulations.
- Graduate of the Lockheed Martin Engineering Leadership Development Program.

LOCKHEED MARTIN - EAGAN, MN

SOFTWARE ENGINEER

MAY 2008 – JUNE 2013

- Developed R&D air traffic control prototype software used in future FAA and international contracts.
- Implemented code to satisfy design requirements, created test documentation and collaborated with other teams to develop a high quality system.
- Ensure the software product satisfies design requirements through software verification testing using tools designed for flight simulations.

RELATED WORK

ANDROID APPLICATION, MINNEAPOLIS SKYWAY DEVELOPER

JAN. 2012 – MAY 2012

Worked in a team of two to develop an Android application to map the Minneapolis skyway and University of Minnesota’s tunnel system. The application displayed local businesses based on user input and calculated shortest path route within the skyway or tunnel system to any destination.

HONORS AND AWARDS

LOCKHEED MARTIN

OCT. 2009 – Nov. 2014

Received multiple Individual and Celebration of Excellence awards for successful demonstrations to the customers and FAA officials.