Jun Hyung Lee

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Education

University of California, Berkeley Berkeley, CA
Bachelor of Arts in Computer Science *May 2025*
GPA: 3.6
Relevant Coursework: Data Structures, Machine Structures, Discrete Mathematics & Probability, Artificial Intelligence, Database Systems, Linear Algebra, Software Engineering, Generative AI and LLMs

Work Experience

Software Engineer Intern Aug. 2023 – Present
University of California, Berkeley *Berkeley, CA*
- Played integral role in redesign and development of the CalCentral website and associated systems by migrating CalCentral's codebase from AngularJS to React, greatly enhancing the user experience of over 70,000 active users
- Leveraged expertise in Redux and ReactJS frameworks to contribute to front-end development, incorporating HTML, modern CSS, and jQuery to create intuitive user interfaces
- Seamlessly integrated front-end applications with back-end services through RESTful APIs, adhering to industry best practices ensuring clean and efficient code

Software Engineer Intern Jun. 2023 – Aug. 2023
Dogugongan *Seoul, South Korea*
- Utilized expertise in computer vision, neighbor pixel algorithms, and disjoint sets to design and implement a robust obstacle and cliff avoidance algorithm to be deployed and used by company's autonomous security robots
- Harnessed Time-of-Flight sensor depth-map data and the Boost C++ library to create a custom edge-detection algorithm that instantly detects potential environmental obstacles and hazards with over 99% accuracy in lab tests
- Collaborated with cross-functional team of engineers to integrate obstacle avoidance algorithm into the existing robot control system, fostering seamless interaction between various components of the robot's software stack

Software Engineer Intern Jun. 2022 – Mar. 2023
Authentic8 *San Francisco, CA*
- Engineered Slack-bot utilizing knowledge of Python and Slack API to seamlessly rewrite URLs, enhancing cybersecurity measures by directing users to access content exclusively through a secure browser
- Identified and resolved critical security vulnerability within company's Splunk add-on, ensuring the safe launch of company's add-on to over 600 customers throughout North America, Europe, and Asia
- Crafted comprehensive software documentation for internal use and for end-users

Programming Tutor Aug. 2021 – Jan. 2023
Breakout Mentors *Palo Alto, CA*
- Authored lesson plans designed to teach students the foundation of data structures and Unity game development
- Taught how to implement singly-linked and doubly-linked lists, binary search trees, hashmaps, vectors, multi-dimensional arrays, etc to students

Projects

Gitlet | *Java*
- Programmed resilient offline Git-like version control system for text files
- Designed and integrated key features including add, commit, remove, branch, reset, merge, and merge conflict-detection

Procedural Maze Generator For Rogue-like Game | *Java*
- Designed and implemented a custom version of the random-walk algorithm to generate a near-infinite series of levels for a top-down 2D roguelike game
- Programmed game's UI, collision detection, save and load functionality, and audio systems

Skills & Interests

Languages: Python, Java, C, C++, C#, SQL, HTML, CSS, JavaScript, Ruby, Bash
Frameworks: Rails, Boost, React, Redux, Flutter, Bootstrap
Tools: Git, Jira, Figma, Docker, JUnit, VS Code, PyCharm, Eclipse, IntelliJ, Linux, Unity
Interests: Fencing, Ukulele, Guitar, Heavy Metal, Korean Indie, K-Pop, Game Development, Cubing, Bodysurfing