Jun Hyung Lee

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Education

University of California, Berkeley — Berkeley, CA
Bachelor of Arts in Computer Science — *May 2024*
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
Berkeley IT — *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
- 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

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
- Elevated the competitive programming prowess of students, sculpting them into formidable contenders for national and international programming competitions, most notably the prestigious USACO
- Taught how to implement singly-linked and doubly-linked lists, binary search trees, hashmaps, vectors, multi-dimensional arrays, etc to students

Information Technology Intern — Nov. 2021 – Jan. 2022
Huntington Ingalls Industries — *Honolulu, HI*
- Supported the IT team in maintaining hardware, software, and other systems in areas such as cybersecurity, programming, analytics, and data center management
- Performed on-site installation and preventative maintenance on PCs and related peripherals
- Ensured that hardware and software systems were deployed, implemented, and functioning

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

Technical Skills

Languages: Python, Java, C, C++, C#, SQL, HTML, CSS, JavaScript
Frameworks: Boost, React, Redux, Flutter, Bootstrap, Node.js, Django, Flask
Tools: Git, Jira, Docker, JUnit, Amazon Web Services, Microsoft Azure, VS Code, PyCharm, Eclipse, IntelliJ