

# Jun Hyung Lee

808-557-0383 | [junhyunglee.jl@gmail.com](mailto:junhyunglee.jl@gmail.com) | [linkedin.com/in/meatjun](https://www.linkedin.com/in/meatjun) | [junhyunglee.com](https://junhyunglee.com)

## EDUCATION

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### University of California, Berkeley

Berkeley, CA

*Bachelor of Arts in Computer Science*

*May 2024*

GPA: 3.6

**Relevant Coursework:** Structure & Interpretation of Computer Programs, Data Structures, Machine Structures, Discrete Mathematics & Probability, Artificial Intelligence, Database Systems, Linear Algebra, Software Engineering, Generative AI and LLMs

## WORK EXPERIENCE

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### Software Engineer Intern

Aug. 2023 – Present

*Berkeley IT*

*Berkeley, CA*

- Played integral role in redesign and development of the CalCentral website and associated systems, catering to UC Berkeley's student, faculty, and staff community of 70,000 users and garnering roughly 1.1 million visits per month
- 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 to ensure clean and efficient code

### Software Engineer Intern

Jun. 2023 – Aug. 2023

*Dogugongan*

*Seoul, South Korea*

- Single-handedly designed and implemented robust obstacle and cliff avoidance algorithm to be deployed and used by company's autonomous security robots, ensuring seamless navigation in dynamic environments
- Harnessed ToF depth sensor data and the Boost library to conduct efficient analysis of surroundings and instantly detect potential 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

### Software Engineer Intern

Jun. 2022 – Mar. 2023

*Authentic8*

*San Francisco, CA*

- Engineered Slack-bot utilizing Python to seamlessly rewrite URLs, enhancing cybersecurity measures by directing users to access content exclusively through proprietary 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
- Authored comprehensive software documentation, catering to the needs of both internal stakeholders and end-users

## PROJECTS

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### 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

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**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