

Jun-Hyung Lee

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Computer Science

GPA: 3.8 August 2020 - May 2024 (Expected Graduation Date)

Relevant Courses: Structure & Interpretation of Computer Programs; Data Structures & Programming Methodology; Calculus I; Calculus II

TECHNICAL SKILLS

Languages: Java, Python, C++, C#, Scheme, HTML, CSS

Tools: Git, JUnit Testing, IntelliJ, Eclipse, Visual Studio, Unity

Operating Systems: Windows, OS X, Ubuntu

PROJECTS

Gitlet (Java)

- Developed a Git-like offline version control system for text files.
- Functionality includes add, commit, remove, branch, reset, merge, and merge conflict-detection.

Procedural Maze Generator For Rogue-like Game (Java)

- Designed and programmed procedural maze and hallway generator for a top-down 2D roguelike game. Also coded the game's UI, collision detection, and audio system.

Tile-Based Tower Defense Game (Python)

- → Developed a tower defense game similar to Plants vs. Zombies.

Retro Text-Based Role-Playing Game (C++)

- → Programmed text-based game featuring robust character customization options with over 10 different playable classes and races, along with over 400 explorable locations

Scheme Interpreter (Python)

- Collaboratively developed a custom interpreter for the Scheme programming language.

Data Structure Implementations (Java)

- Created custom implementation of doubly-linked lists with sentinel nodes, binary trees, red-black trees, hashmaps, graphs, min-heaps, max-heaps, and priority queues.

Impaired Driver Electrochemical Alert System App (AppInventor)

- Developed an app which connects to a phone and an Arduino breathalyzer system via Bluetooth, then sends a text message to a specified emergency contact if the user's blood alcohol level is higher than Hawaii's legal blood alcohol level limit.

WORK EXPERIENCE

Information Technology Intern

November 2021

Huntington Ingalls

Honolulu, HI

- Support the IT team in maintaining hardware, software, and other systems in areas such as cybersecurity, programming, analytics, and data center management
- Assist with troubleshooting issues and provide technical support
- Perform on-site installation and preventative maintenance on PCs and related peripherals
- Ensure that hardware and software systems are deployed, implemented, and functioning

Breakout Mentors Programming Mentor (Python and Java)

August 2021

Breakout Mentors

Palo Alto, CA

- Explain concepts such as variables, conditionals, loops, local/global scope, methods, recursion, file handling, object-oriented programming, and basic data structures to high school students.
- Created my own curriculum to help solidify students' understanding of linked lists and object-oriented programming.

Summer STEM Camp Programming Instructor

June 2018

Kealahou High School

Kailua-Kona, HI

- Taught students how to program their own desktop and mobile games using Scratch, C++, and AppInventor.