Jun Hyung Lee

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Education

University of California, Berkeley — Berkeley, CA
Bachelor of Arts in Computer Science, Minor in Education — *Aug. 2020 – May 2024*
GPA: 3.8

Technical Skills

Languages: Java, Python, C++, C#, C, SQL, HTML, CSS, JavaScript, LaTeX
Frameworks/Tools: Git, React, Flutter, Bootstrap, Node.js, Numpy, Django, Flask, JUnit, Unity
Relevant Coursework: Structure & Interpretation of Computer Programs, Data Structures, Machine Structures, Discrete Mathematics & Probability, Artificial Intelligence, Database Systems

Professional Experience

Software Engineering 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 a secure browser
- Successfully identified and resolved a critical security vulnerability within Authentic8's Splunk add-on
- Crafted comprehensive software documentation for internal use and for end-users

Data Management Associate — Mar. 2022 – Jan. 2023
Haas School of Business — *Berkeley, CA*
- Developed Python application that compiles company funding information from databases like Pitchfork. Estimated to improve efficiency of data cleaning process by roughly 50%.
- Performed statistical analysis on information stored in datasets
- Performed routine data cleaning to maintain integrity of databases

Programming Tutor — Aug. 2021 – Jan. 2023
Breakout Mentors — *Palo Alto, CA*
- Prepared students for national and international-level programming competitions such as USACO
- Taught how to implement singly-linked and doubly-linked lists, binary search trees, hashmaps, vectors, multi-dimensional arrays, etc to students
- Authored lesson plans designed to teach grade-school students concepts relating to data structures and game development

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

Leadership & Volunteer Work

Tech Lead — Aug. 2022 – Present
Undergraduate Street Medicine Outreach — *Berkeley, CA*
- Currently spearheading front-end and back-end development of fully-responsive club website using React Native

Software Engineer — Aug. 2022 – Present
Associated Students of the University of California — *Berkeley, CA*
- Currently developing a mobile app in Flutter designed to mitigate dangerous drinking behavior
- Leading the development of the front-end and back-end of a fully-responsive website designed to raise awareness of safety resources available to students using Flutter