Jun-Hyung Lee

(808)-557-0383 | Honolulu, Hawaii | junhyunglee.jl@gmail.com

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

Programming Languages: Java, Python, C++, C#, Scheme
Tools: Git, JUnit Testing, IntelliJ, Eclipse, Visual Studio, Unity
Operating Systems: Windows, OS X, Ubuntu

PROJECTS

Gitlet (Java)
- Collaborated with a classmate to develop 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)
- → Worked with a classmate to develop 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 (Recently Hired)
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
- Explained 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   Kealakehe High School   Kailua-Kona, HI
- Taught students how to program their own desktop and mobile games using Scratch, C++, and AppInventor.