

# Jun Hyung Lee

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## EDUCATION

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### University of California, Berkeley

*Bachelor of Arts in Computer Science, Minor in Education*  
GPA: 3.8

Berkeley, CA

Aug. 2020 – December 2023

## TECHNICAL SKILLS

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**Languages:** Java, Python, C++, C#, LaTeX, SQL, HTML, CSS, JavaScript

**Frameworks/Tools:** Git, Unity, Node.js, Flask, JUnit

## EXPERIENCE

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### Software Engineering Intern

*Authentic8*

Jun. 2022 – Present

*San Francisco, CA*

- Worked in a fast-paced Agile development environment
- Developed Slack-bot which rewrites URLs to open in secure browser
- Regularly maintain and update team documentation

### Data Management Associate

*Haas School of Business*

Mar. 2022 – Present

*Berkeley, CA*

- Developing application that compiles company funding information from databases like Pitchfork. Estimated to improve efficiency of data cleaning process by roughly 50%.
- Perform statistical analysis on information stored in datasets
- Perform routine data cleaning to maintain integrity of databases

### Information Technology Intern

*Huntington Ingalls Industries*

Nov. 2021 – Jan. 2022

*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

### Programming Tutor

*Breakout Mentors*

Aug. 2021 – Present

*Palo Alto, CA*

- Created lesson plans designed to teach grade-school students concepts relating to data structures and game development
- 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

## PROJECTS

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### 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, along with the game's UI, collision detection, and audio systems

### Scheme Interpreter | *Python*

- Developed a lisp-like interpreter in Python
- Required an intricate understanding of syntactical and lexical analysis to implement

### Running Penguin Game | *C#, Unity*

- Programmed and modeled assets for endless-runner game patterned after Subway Surfers in C#

### 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