

# Jun Hyung Lee

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## EDUCATION

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### University of California, Berkeley

Berkeley, CA

*Bachelor of Arts in Computer Science*

*Aug. 2020 – 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

## PROFESSIONAL EXPERIENCE

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### Software Engineer Intern

Jun. 2023 – Aug. 2023

*Dogugongan*

*Seoul, South Korea*

- Spearheaded design and implementation of robust obstacle and cliff avoidance algorithm for autonomous robots, ensuring seamless navigation in dynamic environments
- Utilized ToF depth sensor data to analyze surroundings and detect potential obstacles, leveraging the Boost library to efficiently process and interpret data
- 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
- Successfully identified and helped resolve critical security vulnerability within company'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%.
- Compiled and analyzed data relating to recent graduate student job outcomes
- Performed routine data cleaning to maintain database integrity

### 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, heaps, and stacks to students
- Authored lesson plans designed to teach grade-school students concepts relating to data structures and game development

## LEADERSHIP & VOLUNTEER WORK

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### Tech Lead

Jul. 2022 – Present

*Undergraduate Street Medicine Outreach*

*Berkeley, CA*

- Currently leading front-end and back-end development of fully-responsive club website using React JS

### 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

## TECHNICAL SKILLS

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

**Frameworks:** Boost, React, Flutter, Bootstrap, Node.js, Django, Flask

**Tools:** Git, Jira, JUnit, VS Code, PyCharm, Eclipse, IntelliJ