Kaitlyn Lee

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Skills

Languages
Python, C++, Java, HTML5, CSS3, JavaScript, Elixir

Technologies
Docker, K8S, React, Pandas, JSON, Django, GraphQL, Git, Linux, Bootstrap4, Excel

CAD Software
SolidWorks, SolidWorks FEA, AutoCAD

Education

Mechatronics Engineering
University of Waterloo | 2018 - 2023

Français Langue Étrangère
Université Laval | Jul - Aug 2018

Coursework

- Algorithms and Data Structures
- Linear Algebra
- Circuits
- Engineering Design

Achievements

President's Scholarship
University of Waterloo
Sept 2018

Top 25% - Canadian Computing Competition Junior
University of Waterloo
Feb 2018

Languages

French | working proficiency

Experience

Software Development Intern | Raven Telemetry
May 2019 - Aug 2019

- Collaborated with data science and operations teams to create and automate reports saving 3h/week using **Pandas**, **Docker**, **K8S**
- Developed new web features allowing users to safely and indirectly modify data using Python, **GraphQL**, **React**, **Django**
- Worked in an agile environment to create new frameworks to accommodate frequent customer requests
- Wrote Python scripts and tests to decrease time spent performing daily tasks by up to 50%

Guidance Engineer | Waterloop
Sep 2018 - Present

- Collaborated with team to iterate on the guidance and suspension system design using **SolidWorks**
- Conducted Finite Element Analysis to test stress and deflection of wheel system using **SolidWorks FEA** to ensure adherence to safety requirements
- Created technical manufacturing and assembly drawings using GD&T to prepare for manufacturing

Projects

eKnock | StarterHacks
Jan 2019

- Implemented the Spotify Recommendations **RESTful API** to search and filter for songs based on valence value (mood)
- Used **Android Studio** to read **JSON** file and returned a link to the song in the app

Solitaire Game | School Project
Jan 2018

- Utilized **Object-Oriented Programming** in **Java** to create an applet
- Wrote algorithms to determine validity of card moves
- Created classes to generate the graphics and maintain reusability throughout code