Brian Lee
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Work Experience

Software Engineer, ServiceMax, Pleasanton, CA   April 2015 -- Current
- Agile methodology for feature implementation and defect fixes for field service enterprise.
- Worked on cross-platform integration on single framework for iOS, Android, and Windows desktop devices.
- Wrote extensive unit test cases for test-driven development using QUnit framework.
- Extensive use of Javascript/jQuery for implementation of asynchronous calls to handle data between ServiceMax application and Salesforce.
- Worked with remote team daily to complete code sprint objectives.
- Encourage pair programming and collaboration to build a cohesive platform framework.
- Log work efforts and organize tasks for code sprints through JIRA.

Undergraduate Summer Researcher, Dr. Andrew Kahng, UCSD   June 2014 – September 2014
- Created algorithm to count number of trees in a given overhead map image.
- Used Google's Static Maps API to retrieve overview maps over large areas with just latitude/longitude coordinates.
- Implemented different image manipulation techniques to improve algorithm precision and runtime
- Implemented machine learning algorithms to efficiently and precisely count trees throughout large maps
- Using color values and texture, was able to create an algorithm that counts trees in overview map with ~16 percentage error.

Software Engineer Intern, CliniComp, Intl., San Diego, CA   June 2013 – June 2014
- Agile web application development using Eclipse IDE.
- Created web application UI using HTML and Javascript with Ext JS 4 and HighCharts JS to display hospital patient data via click-and-drag widgets onto a grid, with a focus on front-end development.

Personal Projects

iOS Application Development ("HotTub")
- Lead weekly meetings with team to discuss the week's objectives for application.
- Creating social application targeted towards students and communication amongst peers within a certain physical range.
- Programming with xcode for iOS and testing different Publisher/Subcriber frameworks.

Previous Projects

San Diego Coastkeeper Web Application (Project Manager) | UCSD GlobalTIES
- Lead team meetings and discussions, addressing project issues and objectives
- Troubleshoot and fix bugs on web application project using PHP, Ajax, jQuery, that is used to track number of organisms and human activity along beaches to be used for research.

Mobile Application Development (Software Development Lead)| FiTrack
- Created mobile application for fitness workout tracking RSS feeds on CrossFit, a popular fitness program, for users to be able to track their workout routine, weights, exercises, and schedule.
- Scrum Development; managed team schedule and organized layout of tasks and deadlines
- Used Android 2.3.3 for application development
- Worked on front-end user interface programming using Java and XML through Eclipse

Computer Vision & Image Manipulation
- Implemented feature detection, image segmentation, motion estimation, object recognition, and 3-D shape reconstruction through stereo, photometric stereo, and structure from motion in Matlab

Statistical Artificial Intelligence Analysis
- Implementation of search algorithms, randomized search algorithms, syntax and semantics of first-order logic, knowledge representation in FOL including reasoning, basic reasoning with probabilities, basic Bayesian learning in Matlab
- Implementation of reasoning and learning with Bayesian networks, decision making under uncertainty, sequential decision making, statistical learning methods, and reinforcement learning in Matlab

Education

University of California – San Diego   September 2014
Bachelor of Science – Computer Science

Leadership Positions

President | Chinese American Student Association | UC San Diego   April 2013 – April 2014
Head of Staff   Sept 2012 – April 2013
Public Relations   August 2011 – April 2013
Stanford University | Medical Volunteer | San Jose, CA   May 2009 – March 2010