Shannon Lee

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Education

University of California, Irvine **September 2014 – June 2018**
Pursuing B.S. in Computer Science
Languages: Python, Java, C, C++, C#, MATLAB, HTML, CSS, JavaScript, JQuery, SQL

Projects

Callendar (C#)

- Developed a hack that received first place prizes from both Microsoft and Shoutpoint at HackUCI
- Worked with a team of 5 developers to create a personal assistant app that schedules call and text reminders and conference calls
- Microsoft Azure was used to build an SQL database, run web jobs, and acted as a back-end for the app
- Shoutpoint Cloud Communication API was used to handle calling and texting from the back-end

Connect Four (Python)

- Collaborated with another individual to create a Connect Four console game for one or two players with the full set of rules built in
- Implemented the one player mode by connecting with a Connect Four AI web server and by sending and pulling moves from the AI through a web connection
- Established communication using Python socket programming as well as a web protocol built specifically for the AI web server

Maze Generator & Solver (C++)

- Implemented a program that generates a path through a graph, effectively creating a maze
- Path generation was done using a depth-first graph traversal algorithm
- Solver was built to traverse the path and figure out the path that solves the maze
- Utilized and demonstrated thorough understanding for data structures and algorithms when building the project

Navigation System (Python)

- Designed and implemented a program that takes a list of locations and shows useful information regarding travel between locations in the list
- Interacted with the RESTful MapQuest API to figure out results between destinations such as directions, time, distance, coordinates, and elevation
- Processed the information given from the MapQuest API to give total time, total distance, and other details about the given route

Othello (Python)

- Created the Othello game for two players with the entire set of rules implemented, next move validation, and a full graphical user interface
- Designed the graphical interface in Python tkinter with a complete set of visuals, features, and buttons to play the game

Extracurricular Activities

- AppJam Plus Mentor for Summer 2016 and Fall 2016
  Tutored middle school students on making a phone game using block programming (MIT AppInventor)
- Graphic Designer for ICS Student Council
- Active member of Association for Computing Machinery (ACM) and Women in Computer Science (WICS)