

Marco Lee

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EDUCATION

San Francisco State University

Bachelor of Science in Computer Science

- Relevant Courses: Data Structures, Algorithms, Web Software, Statistical Computing

San Francisco, CA

May 2026

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, C++, MIPS

Frameworks & Libraries: React.js, Node.js, Tailwind CSS, Firebase

Tools & Platforms: AWS (Amplify, Bedrock, AI Services), Git, Figma

EXPERIENCE

Amazon AI Participant

Cal Poly DxHub/ AWS

- Engineered and deployed two AI solutions leveraging AWS Bedrock, serving 50,000+ students and staff across the CSU system, improving accessibility and operational efficiency.
- Designed intuitive Streamlit frontends to reduce user support friction and enable real-time interactions.
- Applied machine learning models on AWS AI services to solve complex real-world business problems.

San Luis Obispo, CA

July 2025 – August 2025

Web Development Intern

Eazifunds

- Built modular, reusable React components for a financial platform serving 1000+ users, improving frontend scalability and maintainability.
- Collaborated with designers and backend engineers to clarify UI requirements and integrate backend services via Node.js, accelerating feature delivery and improving UI consistency.

San Francisco, CA

September 2024 – April 2025

Web Development Intern

Popper

- Led a team of 3 developers to design and implement Firebase-powered real-time UI components supporting 1,000+ active users, boosting engagement by 15%.
- Optimized state management and backend calls, reducing latency by 10% and enhancing user experience.
- Expanded a reusable React and Tailwind CSS component library used across a 10-person engineering team, accelerating development velocity.

San Francisco, CA

September 2024 – January 2025

Computer Science Tutor Assistant

City College of San Francisco

- Created interactive Python labs with algorithm visualizations (Sorting, BSTs), deepening students' understanding of core data structures.
- Mentored 100+ students through debugging sessions, contributing to a 10% increase in course pass rates.

San Francisco, CA

August 2023 – May 2024

PROJECTS

AI Chatbot for School Navigation | *Python, AWS AI Services, Streamlit*

July 2025 – August 2025

- Led frontend design and development of a user-friendly Streamlit interface, enhancing accessibility and lowering friction for 50,000+ students and staff across the CSU system.
- Collaborated with a team of 5 to engineer an AI chatbot using web scraping and AWS Bedrock to process unstructured data, providing context-aware navigation assistance and reducing support requests.

Audit Document Summarizer Notifier | *Python, AWS AI Services, Streamlit*

July 2025 – August 2025

- Worked in a group of 5 to develop an AI-powered document summarization tool leveraging AWS Bedrock Foundation Models to automate audit workflows for real auditee and auditor use cases, significantly reducing manual review efforts.
- Delivered a responsive Streamlit UI for real-time updates and streamlined notifications.

Cache Manager | *C++*

February 2025 – May 2025

- Collaborated with a group of 3 to engineer a high-performance Least Recently Used (LRU) cache with hash map and doubly linked list achieving $O(1)$ average lookups and insertions.
- Implemented a Binary Search Tree (BST)-backed eviction policy with $O(\log n)$ performance and conducted concurrency stress testing to ensure robustness.