

Eric Lee

214-417-1965 • hownl96@utexas.edu
theCreedo.github.io • github.com/theCreedo • linkedin.com/in/ericjmlee

EDUCATION

The University of Texas at Austin	Bachelor of Science in Computer Science GPA: 3.821 out of 4.0	May 2018
Relevant coursework:	Data Structures, Discrete Math, Computer Organization and Architecture, Linear Algebra, Probability I	
Current coursework:	Principles of Computer Systems, Object Oriented Programming, Programming for Correctness	

TECHNICAL SKILLS

Languages:	Proficient in Java; Exposure to C, C++, Android Development, Python, XML
Web Development:	Exposure to HTML, CSS, and JavaScript
Tools:	Git, Github, AWS Elasticsearch, Spring Framework, Travis CI, Docker, MATLAB, and LaTeX

WORK EXPERIENCE

Audible - Software Development Engineering Intern	May 2016 – Aug. 2016
Worked in Platform Services Team and designed a back-end Java API that retrieves a user's library. Designed JSON queries with logic-based construction in order to make RESTful API calls to Elasticsearch. Improved search, sort, and filter request time from an approximate linear time to constant time. Implemented multi-threading features for concurrent data processing Implemented Spring framework for dependency injection.	

PERSONAL PROJECTS

theCreedo.github.io: A Personal Website Project (HTML, CSS, JavaScript)	Apr. 2016 – Present
Implemented a personal website to allow peers and companies know me on a personal level. Managed 6 other programmers while making the website for a 30-day git challenge. Managed a blog documenting workflow and providing useful resources to set up Git, Github and a website	
Login Account: An Android HackTX Project (Java, XML, Parse)	Sept. 2015
Designed an app on Java and XML framework that features a login, creation of an account, and profile activity. Accounts are saved into Parse and profiles display username and an option to upload a profile picture.	
Snail Tale: An Interactive Platformer Project (Java, TMX)	Feb. 2015 - May 2015
Specialized in collision detection, animation, graphics, menu and level design Designed a game with Java GUI framework and an open-source Java game engine. Implemented collision detection with object boundary intersection and animation with global timer interrupts. Created levels on TMX framework with player, enemy, and platform entities associated to Java objects	
Piano: A GUI Project (Java)	Apr. 2015 - May 2015
Designed a piano keyboard with Java GUI framework. Implemented sound features with location-based mouse and keyboard interactions.	
What Are The Odds: An Android Homecoming Project (Java, XML)	Sept. 2014
Designed an app on XML and Java framework for a homecoming proposal. The game poses a dare, randomly generate a number that the user tries not to guess or else they must do the dare and eventually poses a dare to go to homecoming with 'Jason Mraz – I'm Yours' playing in the background.	

ACTIVITIES/AWARDS

UT Competitive Programming Member	Aug. 2015 – Present
Learn advanced algorithms and data structures and competed in several competitive contests	
UT Mobile Application Development Member (MAD)	Aug. 2015 – Present
Learned Android development and implemented creative apps Engaged in Tech Talks and learned about technical skills in programming topics	
2nd place TCEA 0100 Elements Game Competition	May 2015
Competed against 11 teams and presented Snail Tale to a platform of 4 judges, going over design and gameplay.	