

Changjin Lee

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Github: <https://github.com/JasonLee-cp>

Medium: <https://changjin9792.medium.com>

EDUCATION

September 2017 – PRESENT / EXPECTED GRADUATION DATE: MAY 2023

University of Hong Kong, Hong Kong

Major: Computer Science

Relevant Coursework: Discrete Mathematics, Computer Programming & Applications, Computer Programming II, Calculus and Ordinary DE, Linear Algebra, Foundation of Data Science

WORK AND LEADERSHIP EXPERIENCE

June 2021 – August 2021

DocPro

- Developed the authentication system for log in/out and sign up with Node.js, MongoDB.
- Developed automatic email notification system ex) upon user registration
- Worked on documentation template generator

SKILLS

Technical Skills: Fluent in C/C++, Javascript, Problem-Solving skills. Familiar with Node.js, Express, MongoDB, Java, HTML, CSS, Linux, git, figma

Soft Skills: problem solving, self-learning, communication skills, teamwork, adaptability

Projects

Algorithm Blog ([link](#))

- Developing deep understanding of data structure and algorithm and sharing various intuitions to others. **Email** ([Code](#)) ([Link](#)) *Node.js, Express, MongoDB, React, Redux, Materialize CSS, etc*
- Email survey-collector App built with MERN stack
- Clients send out surveys to their customers to collect feedback effectively
- OAuth, Sendgrid API, Stripe API to implement services including identification, sending emails, and payment
- Learned overall flow of the full-stack development such as CRUD architecture and RESTful API, **NAVER Article Scraper** ([Code](#)) *Node.js*
- Developed a automated web scraper which extracts the header title and takes a screenshot of each article with Node.js and Puppeteer library. Handled with file management with Node.js core modules.

Email *React, Node.js, Express, MongoDB*

- Users can add and delete tasks which are stored and retrieved to and from the local storage, display the current time, and generate random quotes

Escape Room ([Code](#)) *C++/Linux*

- Dynamic memory management, data structures to store game scores, and file input/output for loading game status.

NAVER Article Scraper *Node.js, Puppeteer*

- Automatic scraper from the sports section on NAVER

Friends List ([Link](#)) ([Code](#)) *Javascript, HTML, CSS, Bootstrap*

- Users can add/delete friends which are stored in respective section and alphabetically stored for each insertion
- As users are typing names in the search box, only names containing entered characters as substring are shown