

Miya (Yi-Hsuan) LEE

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Educations

Master of Computer Science in Interaction, Graphics, and Design

2024/06 (expected)

Institut Polytechnique de Paris, Palaiseau

Bachelor of Engineering in Computer Science and Information Engineering (GPA: 3.8/4.3)

2020/06

National Taiwan Normal University, Taipei

Skills

Programming languages C++ (OpenGL), C# (.NET CORE, Unity), JavaScript (Node.js, THREE.js), Java, Python, HTML/CSS

Tools Git, Postman, Blender, Figma, Kubernetes, GCP

Languages Mandarin (native), English (fluent), French (intermediate, DELF A2-B1)

Working Experiences

Software Engineer @ Titansoft Pte.

2020/12 – 2021/06

Tech stack: C#, .NET CORE, GCP, Kubernetes, GitLab, MySQL, Redis, gRPC

1. Designed and implemented a web-based back office utilizing a microservices architecture to manage game users, validate and verify payment, and generate comprehensive reports.
2. Implemented domain-driven design principles and event-driven architecture to align the system closely with business requirements, efficiently handling real-time data needs.
3. Developed in the backend side of a new mobile game application, integrating functionalities from over 10 third-party API providers.

Backend Engineer Intern @ Softmobile Inc.

2019/07 – 2020/01

Tech stack: TypeScript, Node.js, EXPRESS, C#, .NET CORE, MySQL

1. Developed the authorizing functions for a customized management website with MVC pattern and RESTful API.
2. Contributed to fulfilling new functions for an established banking service mobile application with a coherent programming style.

Selected Projects

Synchronization of Sketch Animation of Organic Shapes (Personal Project) [#graphics](#) [#javascript](#) [#python](#)

Enhanced synchronization feature using Fourier transform for multi-directional movements in a 3D animation project converting 2D sketches into 3D shapes.

SPH simulator with interaction (Personal Project) [#graphics](#) [#simulation](#) [#cpp](#)

Integrated marching cubes into an SPH simulation, introducing a 3D interactive model with dynamic fluid-cube collisions via keyboard controls.

Gcommit: GitHub Automation Commit Tool (Group Project-team of 2) [#gesture recognition](#) [#mediapipe](#) [#python](#)

Designed and constructed an automation tool featuring code commits to GitHub when it detects users taking stretching breaks with intuitive visual cues.

Budget Management Application (Group Project-team of 4) [#mobileapp](#) [#interaction](#) [#javascript](#) [#svelte](#) [#figma](#)

Designed and developed an easy-to-use and flexible application that enables users to plan and track their monthly budgets across various categories with data visualization, monitor real-time expenses, and promotes learnability through intuitive.