YI-HSUAN (MIYA) LEE

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EDUCATION

National Taiwan Normal University (NTNU), Taipei, Taiwan **09/2017-01/2020**
Bachelor of Science, Computer Science and Information Engineering, cumulative GPA:3.84/4.3

Leiden University, Leiden, The Netherlands **02/2020-06/2020**
Exchange student, Humanities

SUMMARY OF QUALIFICATION

Programming Languages:	C/C++, Python, Shell Script, JavaScript (Vue), TypeScript, Node.js (Express), C#, .NET CORE, PHP, MySQL, HTML (Pug)/CSS (Sass/Bootstrap)
Tools:	Git, Postman, Swagger UI, WordPress, Illustrator

WORK EXPERIENCES

Back-end Engineer Intern | Typescript, Node.js (Express), C#, .NET CORE, MySQL **07/2019-01/2020**
Softmobile Inc., Taipei City, Taiwan

- Constructed 30+ RESTful APIs and assisted to design the structure of customized content management system websites with MVC design pattern.
- Contributed to developing new functions for an established mobile application with a coherent programming style.
- Led 3 interns, representing as Softmobile, and won third prize in Systex Intern Presentation Contest.

Web Programming Intern | PHP, MySQL, HTML/CSS (Bootstrap), WordPress, Illustrator **12/2018-06/2019**
MakerPRO Inc., Taipei City, Taiwan

- Built main website page which provided responsive web design interface for users to enroll courses and workshops.
- Held an internal training workshop which introduced basic concept of web-dev languages (HTML/ CSS/ Bootstrap).
- Helped to achieve a consistent visual theme across the website by promoting uniform fonts, formatting, and layout.

HONORS AND AWARDS

Excellent Work Award, ITSA Annual Collegiate Programming Contest **05/2018**

SELECTED PROJECTS

Enhancing Rendered Image Quality by Denoising Methods | Special Topic | C/C++, Python **Spring 2018- Fall 2019**
Funded by Ministry of Science and Technology (MOST) College Student Research Subsidy Project

- Built up a ray tracing engine with rendering different materials (diffusion, metal, glass) with C++.
- Optimized rendering efficiency from 1.5 hours to unless than 2 seconds per image to achieve real-time ray-tracing using OptiX.

Board game "Bang!" iOS version | Object-oriented Analysis and Design | C/C++, Cocos2d, MySQL **Spring 2019**

- Designed the game flowchart and user interface and maintained databases of the multi-player iOS application game.

Chatroom with TCP/IP | Computer Networking | C/C++, Shell script **Fall 2018**

- Devised and constructed a multi-user chatroom with TCP/IP and several functions: registration/login/auto-login, messages and files sending, users' status display(online/offline).

Courses Commentary System | Database Theory | PHP, MySQL, HTML/CSS **Spring 2017**

- Conceived a database and developed a website for the courses commentary system, with functions including searching, rating and leaving comments on courses.