Cheuk Yin Phipson Lee

Aspiring UX engineer interested in creating apps that combine AR/VR with AI

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EXPERIENCE

Apple (App Development Team)
UX Prototype Engineer Intern   *JULY 2020 - AUGUST 2020*

- Researched and prototyped techniques for organizing groups of virtual objects in AR using Unity (C#).
- Designed gestures for manipulating objects in AR using Unity (C#). Work was presented to the Human Interaction team for further exploration.

Apple (Applied Research Team)
3D Software Engineer Intern   *JUNE 2019 - SEPTEMBER 2019*

- Created a visual programming interface using Unity (C#) and Swift, to program logic in AR as part of research for Reality Composer.
- Prototyped a voxel modeling tool by combining 3D hand input with touchscreen gestures using LeapMotion cameras with the iPad.

UCLA Human-Computer Interaction Lab
Undergraduate Researcher   *JUNE 2018 - JANUARY 2020*

- Engineered CAVECAD in Unity (C#): A CAD tool combining mobile AR with HMD VR for real-time, collaborative flat-pack furniture design.
- Co-developed Geno- a developer tool for adding the voice input modality to existing web apps (paper has been accepted for ACM UIST 2020).

Pearl
Data Science Intern   *JANUARY 2020 - JUNE 2020*

- Enhanced a web application using Node.js and Python to collect and parse data from resumes on LinkedIn for data analysis and machine learning.
- Trained and tested an NLP model to classify user sentiment in response to job recommendations and offer answers in response to job-related questions.

EDUCATION

Carnegie Mellon University
Master in Human-Computer Interaction   *AUGUST 2020 - AUGUST 2021*

University of California, Los Angeles
B.S. in Computer Science and Cognitive Science   *SEPTEMBER 2016 - JUNE 2020*

Relevant Coursework: Operating Systems; Algorithm Design; Scalable Internet Services; Computer Graphics; Machine Learning; Computer Vision

PERSONAL PROJECTS

Pokemon VR
MAY 2020 - PRESENT

Implemented a VR prototype in Unity (C#) on the Oculus Quest to explore a first-person experience for Pokemon.

3D4E at UCLA
SEPTEMBER 2017 - JUNE 2020

Built a website built using HTML, CSS and Javascript for UCLA's student-led 3D printing club.

BruinMeet
JANUARY 2020 - MARCH 2020

Programmed an event-hosting web application built using Google Maps API and ReactJS for UCLA students to find and host parties.

PROGRAMMING LANGUAGES

C#, C/C++, Python, Bash, Linux Command Line, HTML, CSS, Javascript, OpenGL, Java, Ruby, MySQL

SKILLS

Behavioral research, graphic design (Photoshop, Illustrator), video editing (Premiere Pro), data analysis (Excel, MATLAB)

AWARDS

Winner of **Most Sustainable Hack Award** at LA Hacks Hackathon (April 2017)

LANGUAGES

International Baccalaureate Bilingual Diploma for **English** and **Chinese (fluent in Mandarin and Cantonese)**