Henry Lee

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Education

UNIVERSITY OF MINNESOTA Minneapolis, MN
B.S. in Computer Science, GPA: 3.78/4.0 Dec 2021
Relevant Coursework: Algorithm and Data Structure. Operating Systems. Machine Architecture. Computer Network Database Systems. Intro to Artificial Intelligence. Distributed Systems.
Teaching Assistant: Algorithms and Data Structures

Technical Skills

Programming: C, C++, Java, Python, OCaml, PHP, MySQL, Perl, JavaScript.
Technologies: React, Node.js (Express), Django, Scikit-learn, Pandas, Git, Jenkins, Docker, Flutter

Relevant Experience

LINKEDIN CORPORATION Sunnyvale, CA
Software Engineering – SRE Intern June – Aug. 2021

- Developing a Dynamic Model Training tool for indirect capacity measurement with Python and scikit-learn.
- Implementing linear regression model for headroom QPS estimation by correlating different granularity of logic group CPU data for Automatic Rightsizing.
- Conducting regression analysis on past models scores and training datasets to determine threshold values.
- Solved traffic training data eligibility issue by implementing an anomaly detection algorithm for trained models.
- Forecasted 57% recovery of trained model eligibility and reliability using different model training strategies.

INTEL CORPORATION Remote
Software Engineering Intern May – Aug. 2020

- Automated machine inspection & operation by developing a deep dive analysis tool with Python & Pandas.
- Flagged 33% of machine failures integrating different data analysis and visualization approaches with Site Reliability Engineers.
- Refactored and solved performance bottlenecks by utilizing parallelization, reducing computational time by 20%.
- Implemented machine learning in scikit-learn to predict regtest progressions by correlating 1.6 million regtests' attributes resulting in a 40% accuracy.

MECH ENG. DEPT UNIV. OF MINNESOTA Minneapolis, MN
Software Developer Aug. 2020– Feb. 2021

- Developed air filtration data analysis and visualization tools on historical and real-time data using Python Django.
- Built REST API endpoints accessing configurable filter modeling visualizations using Django REST frameworks.
- Implemented a caching algorithm from data retriever API calls, reducing 73% of the latency for historical data visualizations.

IMPRESSO LABS Remote
Software Developer Dec. 2019 – Mar. 2020

- Remodeled the user registration and verification system for data exchange with PHP and REST APIs in the middle tier architecture.
- Integrated Flutter WebView into a responsive mobile web application developed with HTML, CSS and JS.

Project

Pure Lisp Interpreter
Programmed an interpreter for Pure Lisp with OCaml to understand and evaluate Lisp's syntax and expressions to solve reformatted mathematical equations symbolically.

University Drone Package Delivery System
Created a drone package delivery system with C++ based on our University Map and different delivery resources, implementing different path algorithms and design patterns.

Autonomous Self Driving Car Simulation
Created a self-driving car simulation integrated with OpenCV for image data processing, TFLearn to train a neural network model and Numpy for the bulk data collection of image frames.