

Qi Heng Lee

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Education

B.S. Computer Science, University of Minnesota – Twin Cities Jan 2019 – Present

Technical GPA: 3.75/4.00

American Degree Transfer Program (ADP), Taylor's University Jan 2017 – Dec 2018

CGPA: 3.52/4.00, Dean's List, Cum Laude Award

Experience

Software Developer/Hardware Developer May 2019 - Present

University of Minnesota Research Facility – Minnesota Traffic Observatory

- Worked in a small interdisciplinary team to build a road construction monitoring beacon
- Code in MicroPython for Python-based microcontrollers
- Worked on frontends using HTML, CSS, Javascript and Google Map APIs for data monitoring
- Gain skills in IoT technology while configuring and working on data transfers over LTE

Projects

UnoWar Card Game - Personal Project Aug 2019 – Present

- UnoWar Card Game is a game that is implemented with the rough mix of Uno and War
- A game that will be played with 2-4 players or against simulations
- Building with HTML, CSS, Javascript and Java

Road Construction Monitoring Beacon – Work May 2019 – Present

- Building a beacon inside construction cones to determine the location of road constructions while monitoring traffic
- Transferring data over LTE back to servers in University of Minnesota
- Implementing Google Map APIs to organise GPS data
- Optimisation of data transfer and power consumptions

Guide glasses for the blind – Personal Project Jan 2014 – Oct 2016

- Glasses developed to help the visually impaired to live a better life and make life safer for them on the road.
- Powered with Raspberry PI
- Implementation of ultrasonic sensors and infrared sensors to detect objects in the surrounding
- Built in GPS systems for navigation and safety purposes

Skills

- Languages: Java, Javascript, Python, HTML, CSS, C/C++, OCAML, MicroPython
- Technologies: BootStrap, Node.js, Raspberry Pi, Internet of Things(IoT)
- Operating Systems: macOS, Window