Qi Heng Lee

(612) 987 7627 lee02305@umn.edu

Languages: Java Python C C++ OCaml MicroPython HTML Javascript CSS Dart

Technologies: React Flutter Django Laravel Node.js PHP SQL Git Android Studio Raspberry Pi

Education

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

CGPA: 3.50/4.00 | Technical GPA: 3.71/4.00 | Expected Graduation: December 2021 | Award: Dean's List

Experience

Incoming Web Design/Server Research Assistant

Start Date: Jan 27th 2020

 ${\it University~of~Minnesota~Research~Facility-Mechanical~Engineering~Department}$

- Development of air filter performance web application with a *JavaScript* frontend and *Python* backend.
- Development of server with *Python Django* framework libraries based on facility needs.
- Assist in the design of documentation associated with server development projects and implementation of backend database in *SQLITE3*.

Co-Founder / Software Developer

Dec 2019 - Present

Impresso Labs

- Worked with a team of developers in a startup to develop a Professional Networking application which assists in setting up face to face meetups.
- Managed the migration of the existing *Laravel* based web application onto *Flutter* for mobile application developments.
- Implemented location and notification features with *Flutter* to obtain user's real time location and to push notifications for every meetup engagement.

Student Software Developer

July 2019 – Sept 2019

University of Minnesota Research Facility – Civil Engineering Department

- Developed a beacon in *MicroPython* using micro-controllers together with the GPS and LTE module.
- Decreased beacon power consumption by 30% by implementing a new IoT development board.
- Managed the transition of code from an existing prototype in **Pyboard** to the new **Pycom** board.
- Improved efficiency and readability of existing modules through refactoring and writing documentations.

Can You Hack It Hackathon

Oct 2018

Hong Leong Bank, Malaysia

- Developed a mobile application that facilitates personal financing by categorizing payments for data visualizations.
- Built with *Android studio* and implemented hash table in keyword matching to categorize payments.

Personal Projects

Foodie

- Web application that provides a simple and efficient way of getting grocery list based on selected food recipes.
- Built using *React* together with the implementation of Food2Fork recipe API to retrieve data in JSON.
- Designed *RESTful backend server* to enabled saved recipes to be stored persistently in an online database.

FaceSmart

- Web application that detects faces in photos.
- Designed and built with *React* together with the implementation of *Clarifai's face recognition API*.
- Applied *PostgreSQL* data management system to manage and store the users' data.

Guide glasses for the Blind

- Created a pair of glasses powered with **Raspberry Pi** in *Python* to help the visually impaired.
- Implemented ultrasonic sensors and infrared sensors to detect objects in their surroundings.
- Applied GPS module for navigation and safety purposes with implementation of automated speech libraries.
- International Invention and Technology Exhibition 2016 *Gold Award* (Malaysia)
- International Exhibition for Young Inventors 2016 Silver Award (China)

Leaderships

Taylor's University Symphony Orchestra Concertmaster & Penang Philharmonic Orchestra Assistant Principal

• Managed weekly sectionals with strict discipline and enhanced collaborations among the players.

High School Robotics' Club President

• Brought in the idea of teaching Arduino and Raspberry Pi after class to promote STEM in my school.