

Steven Lee

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EDUCATION

Stevens Institute of Technology

Bachelor of Science in Computer Science, Minor in Economics

Hoboken, NJ

Aug. 2020 - Dec. 2024

EXPERIENCE

Lockheed Martin Space

Software Engineer Intern - Jupiter Team

May 2024 – Aug. 2024

King of Prussia, PA

- Incoming intern on Jupiter doing vulnerability testing

Lockheed Martin Space

Software Engineer Intern - Global Broadcasting Service (GBS) Team

May 2023 – Aug. 2023

Rockville, MD

- Developed and deployed Satellite Broadcast Manager (SBM), Receive Broadcast Manager (RBM), and Global Broadcast Service framework leveraging **React**, **Maven**, **Docker**, and **GitLab CI/CD**
- Implemented continuous integration pipelines to optimize build time by **62%** using GitLab CI
- Resolved bug fixes and collaborated with the team in an **Agile** environment using Jira and SDLC

Saint-Gobain

Software Developer Co-op - Industry 4.0 Team

Jan. 2022 – Aug. 2022

Wayne, NJ

- Owned the end-to-end development of an Employee Portal for **150+** engineers and supervisors using **Django**, **React** and **MSSQL**
- Implemented 5 fully integrated **microservices** and dashboards for on/offboarding using React and Django
- Built a customizable form builder to enable **digital transformation** missions using React components
- Optimized **React** codebase resulting in a **58%** reduction in load time for dynamic web pages

Modi Clear & Associates LLC

Web Developer Intern

Sep. 2021 – Dec. 2021

Remote

- Developed front-end engagements using **React** with a focus on outcome-based modeling and tracking KPIs
- Collaborated in a team to research and evaluate AWS, Firebase, and MySQL for optimal database solutions

AS Software

Web Developer Intern

May 2021 – Aug. 2021

Remote

- Developed and implemented **15+** web pages using HTML, CSS, JavaScript, Bootstrap, and Adobe Photoshop
- Communicated with business owner to identify objectives and incorporate feedback, resulting in effective designs

PROJECTS

ProgPair | *Next.js, TypeScript, PostgreSQL, Redis, Supabase, Tailwind, shadcn/ui*

Aug. 2023 – Current

- Pioneered a platform that streamlines the process of open-source contributions, effectively lowering barriers to entry in tech and ensuring accessibility for individuals across various roles
- Spearheaded the **end-to-end** development from database schema design to front-end UI/UX implementation

Marketplace for Gamers | *MERN stack, Redis, Redux, Socket.io, Tailwind*

April 2023 – May 2023

- Collaborated with peers to develop a full-stack web app for a community to discover, buy, and sell games
- Implemented real-time messaging between buyers and sellers to discuss and bargain products using websockets

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, HTML/CSS, PHP, GraphQL, Java, C++, C, OCaml, Bash

Frameworks: React, Node.js, Django, Express.js, Jest, JUnit, Material-UI, Tailwind, Redux, Svelte, JQuery, Maven

Databases: MongoDB, Redis, PostgreSQL, Microsoft SQL Server, SQLite, MySQL

Developer Tools: GitLab CI/CD, Git, Docker, Microsoft Azure, RabbitMQ, Celery, Figma, Jenkins, Linux, Unix