

WILLIAM J. LEE

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EDUCATION

University of California, Los Angeles (UCLA)

(Expected Jun 2020)

Bachelor of Science, Computer Science - Overall GPA: 3.98

SKILLS

- Languages: Java, C++, C, Python
- Development: Android SDK, MySQL, PHP, JavaScript, HTML/CSS, XML, Apache, Shell, Git
- OS/Platforms: UNIX/Linux, Mac OS, Windows, Raspberry Pi, Arduino

EXPERIENCE

Google CodeU

(May 2017 – Present)

- Exclusive Google program to work in a team alongside Google engineers to develop Java Chat Server

UCLA Rocket Project (URP) – Programming/Electronics Lead

(Nov 2016 – Present)

- Developing launch controller code for wireless rocket ignition in Raspberry Pi
- Manage project timelines, documentation, spending budget, and technical designs presentation

UCLA RoMeLa Robotics Lab – Undergraduate Research Assistant

(Dec 2016 – Present)

- Developing Hexapod robot using LabVIEW library and Python

Nimrod's Wares – Summer Intern

(Summer 2016)

- Assisted in developing software for online ordering and shipment processing using Python and Jet API (Jet.com) on Ubuntu Linux platform

UCI Donald Bren School of ICS – Summer Intern

(Summer 2015)

- Developed scripts in Java for parsing and formatting large BibTeX data sets to produce master file for research papers at the Secure Systems & Software Lab

FIRST Robotics Team 3952 – Programming Lead

(Aug 2013 – May 2016)

- Programmed robot controllers and drive trains using WPILib API, Arduino & Raspberry Pi

PROJECTS

Locare: Location Sharing Application (MySQL, PHP, JSON, Android SDK)

- Android app to share user's locations by posting to Google Cloud Platform MySQL database through PHP web service and displaying geo-positions using Google Maps API

DatabaseMessaging (PHP, JSON, MySQL, Android SDK)

- Android messaging app using Apache server to store messaging history in a MySQL database

SnapMe: Selfie Reminder Application (Android SDK, Java)

- Designed and developed camera and notification features to alert users to take selfies

Java Graphing Calculator Applet (Java)

- Applet for graphing 2D equations, moving graphs, and created bisection root-finding algorithm

AWARDS

- CodeSprint LA Contest - Top Freshman Team; Individual Award; 3rd Place overall (Jan 2017)
- Quartz & HackerRank The Next Billion Coders Challenge – Winner (Oct 2016)
- SpaceX – FIRST Robotics SpaceX 2018 Internship Award (Jul 2016)
- CSULA ProgFest Programming Contest – 1st Place (Feb 2016)
- USA Computing Olympiad (USACO) – Gold (2014 to 2016)

VOLUNTEERING

UCLA ACM – Hackathon Mentor

(Oct 2016)

- Helped 3 teams new to Android development and Git, complete their app