

# Alexander Lee

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## EDUCATION

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### University of California, San Diego

B.S Computer Engineering

Cumulative GPA: 3.7

Relevant Coursework: Data Structures and Algorithms, Introduction to Software Engineering, Software Tools

## PROJECTS

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### Recipe Application(Java)

- Designed an app that uses voice recognition to create recipes by utilizing OpenAI's **APIs** including ChatGPT, Whisper, and Dall-E APIs
- Create a user login system which saved user login details and generated recipes through a **MongoDB** Cluster
- Worked in a team of 6 in an **AGILE** environment to plan and build the application in the span of 8 weeks
- Implemented **Continuous Integration** using Gradle, automating the build and unit tests, to ensure consistent and reliable software delivery

### Riot Games Analytics Website

- Utilized the Riot Games API to collect data on Riot Games Accounts
- Organized and stored the collected data through designing a website layout to display data on a website
- Constructed and published a website using **Firebase** hosting and cloud functions with HTML, CSS, JavaScript

### Graph Representation(C++)

- Extracted and processed large dataset files to be used in a developed Graph API to construct undirected graphs of the dataset.
- Employed various data structures, including priority queues and hashmaps, to track computation of shortest paths (Dijkstra's Algorithm) of a given dataset

### Wordle Clone(C)

- Designed Wordle Clone in C that generates a random 5-letter word
- Detected user input and managed core algorithmic logic to reveal correct answers to simulate a Wordle Clone game

### Personal Portfolio Website

- Developed a personal **responsive** website using HTML, CSS, and Vanilla JS
- Displays responsiveness through CSS Grid, Flexbox, and Media Queries

## SKILLS

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**Languages:** Java, Python, C++, C, HTML, CSS, JavaScript, MongoDB, SQL

**Tools & Technologies:** Git, Github, Github Project CI, Web API's, JUnit, Firebase