

Anchu A. Lee

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Education

Binghamton University (SUNY)

Bachelor of Science, Computer Science | Junior | **Overall GPA: 3.48**

Expected Spring 2019

International Bilingual School at Tainan-science-park (IBST)

High School Diploma | Bilingual education | WASC accredited school

2011-2015

Tainan, Taiwan

Technical Skills

Programming Languages: C, C++, C#, Java, Python, JavaScript

Technologies: .NET, .NET Core, Java 8, JavaFX, Java Swing, Pygame, Discord API, Facebook Messenger API, Telegram API

Software: GNU/Linux, Microsoft Windows, MS-DOS, Git, GDB, Visual Studio, Adobe Photoshop & Indesign

Additional: LaTeX, HTML/CSS, SQL, 3D printing certification, Arduino & Raspberry Pi Programming

Projects

JavaScript Projects

Reddit Image Macro Investment Game (Meme Economy)

Spring 2017

- Designed and wrote Google Chrome browser extension which allowed users to invest points in the future popularity of Reddit posts
- Included server software which computed share prices by applying self-made equations on tracked investments
- Awarded *Second Place*, *Funniest Hack*, and *Best Financial Tech Hack* at HackBU 2017

C# Projects

Discord-App Chat Bot (ShavisiReborn)

Fall 2016-Present

- Creating a bot which communicates with Discord-App servers and reacts to user commands to fetch information from third-party APIs
- APIs include YouTube, Wikipedia, Reddit, and wikiHow
- Uses NoSQL database solution to store user information
- Hosted on personal Linux server hardware

Tool for Launching Video Game Replay Files (ROFL-Player)

Summer 2017-Present

- Creating a Windows Forms application which allows users to watch shared replays for a video game which does not support that functionality

Java Projects

Multiplayer Strategy Game (Five)

Fall 2016

- Designed and created Java Swing game during 36 hour hackathon: BigRedHacks

Turing Machine Simulator

Fall 2017

- Created Java application which simulates the actions of a Turing Machine

Dijkstra's Algorithm Simulator (Super Dijkstras)

Fall 2017

- Designed and created JavaFX application that could solve single source shortest path problems by using Dijkstra's original algorithm
- Included delay feature which slows down each step of the algorithm for easy viewing

Python Projects

GroupMe Event Reminder Bot (RemindMe)

Spring 2016

- Created a Python bot at HackBU 2016 to send scheduled event reminders to a college club officer's group chat

Grid based 2d Game Engine (Grid-Engine)

Summer 2017

- Created a 2d game engine on top of pygame which simplifies usage to basic grid drawing
- Created several examples using the engine including Snake and Tetris

Experience

TASC Secretary and Multimedia Chair (Taiwanese American Student Coalition)

Fall 2015-Spring 2017

- Managed club schedule, recorded meeting minutes, reserved locations, performed public relations, and composed emails for public listserv of 500 members
- Created PowerPoint presentations, filmed and edited advertisements, maintained club website
- Helped organize, advertise, and cook for a public "Night Market" event where a record number of attendees, nearly 500, participated

BULOL Co-President (Binghamton University League of Legends)

Fall 2017-Present

- Starting new club, managing club officers and duties, communicating with Riot Games for support, creating weekly agendas

Computer Science Course Assistant (Operating Systems (CS311))

Fall 2017-Present

- Grading homeworks and projects, providing reviews at office hours, communicating with professor, and tracking hours worked on timesheets