Anchu A. Lee

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Education

Binghamton University (SUNY)   May 2019 Expected
  Bachelor of Science, Computer Science | Junior | **Overall GPA: 3.48**

International Bilingual School at Tainan-science-park (IBST)   2011-2015
  High School Diploma | Bilingual education | WASC accredited school   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, VIM, 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
  - Creating a Windows Forms application which allows users to watch shared replays for a video game which does not support that functionality

Java Projects

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

Multiplayer Strategy Game (Five)   Fall 2016
  - Designed and created Java Swing game during 36 hour hackathon: BigRedHacks

Python Projects

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

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

Experience

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

Binghamton University, Computer Science Course Assistant (Operating Systems, CS311)   Fall 2017
  - Graded 10 short answer homeworks and 5 programming projects for over 20 students
  - Provided office hours for students two times a week

Taiwanese American Student Coalition, Multimedia Chair   Fall 2016
  - Created PowerPoint presentations, filmed and edited advertisements and summary videos, maintained club website

Taiwanese American Student Coalition, Secretary and Multimedia Chair   Fall 2015-Spring 2016
  - Maintained club records, reserved locations for campus events, composed emails announcements for a public listserv of over 500 members
  - Helped cook for a public "Night Market" event where a record number of attendees, nearly 300, participated