# HAN SE (ANDREW) LEE

# SOFTWARE ENGINEERING STUDENT

GitHub

github.com/andyyleeh

LinkedIn

in

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SKILLS . C/C++

- JavaScript (prior experience)
- Java (prior experience)
- Python (prior experience)
  - HTML/CSS
- Android Studio
- Git

# **PROJECTS**

# Rogue-Like [C, Energia]

A rogue-like dungeon game built onto a Tiva board equipped with an Orbit Booster pack; The game runs on randomly generated maps building 9 levels of interactive gameplay; Tilt the device to navigate through the numerous dungeons populated with different enemies which can be defeated by entering battles;

Fight enemies by shaking the device and use on-board buttons and switches to receive status, map informations and more;

# Screen Clean [Unity]

At Electric city hacks at Trent University, created a mobile game using the Unity game engine; First exposure to game development;

Move your character across the map dodging obstacles and picking up trash to clean the map!; Trash regenerates and obstacles multiply upon clearing a map once;

#### Cloudy Days [Java, XML, Android Studio]

An android weather map built using the Openweathermap API;

Up to date highs and lows are displayed along with a weekly view;

#### WORK EXPERIENCE

11/2014 -8/2015

#### **Lambert Avocat Inc**

Secretary/Assistant

Montreal OC

Demonstrated punctuality and organization skills by classing, printing and preparing required documents in a timely manner for appointments;

Developed communication skills by answering over 40 calls daily;

# AWARDS

2016 University of Waterloo President's Scholarship

2014,2015 Champlain College Dean's List - An award to students scoring in the top 5% of the college

# EDUCATION

University of Waterloo - Bachelor of Software Engineering, Graduation year 2021 2016

Champlain College Saint Lambert - Health Sciences 2014-2016

2009-2014 College Jean de la Mennais