ANGEL LEE

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University of Florida, Gainesville, Florida
Bachelor's of Science, Digital Arts and Sciences Engineering
GPA: 3.56/4.0 Graduated: December 2015

OBJECTIVE: Seeking a position in computer science, focusing on software development and user experience.

EXPERIENCE:

- Instructor, iD Tech at USF   **May 2015 - August 2015**
  - Used blended learning techniques to teach Introduction to Java Programming with Minecraft course
  - Implemented Java and JSON code to create and render custom mods in Minecraft
  - Prepared student diplomas and presented during weekly Family Showcases

- Programming/ Animation Intern, Immersed Games   **May 2014 - December 2014**
  - Wrote scripts in C# that parsed JSON files and retrieved objects to be referenced later
  - Rigged and animated various models, such as rabbits, sloths, turtles, etc.

- Intern, Treatt USA   **May 2012 - August 2012**
  - Conducted research on the distillation outcomes of coffee bean roasts

- STEPUP XVII Engineering Program   **June 2011 - August 2011**
  - Participated in a team of four to compete in the NXT Robotics Competition

PROJECTS:

- Java Development
  - Developed a multi-threaded translation service utilizing the Google Translate API to allow users who speak different languages to communicate with one another
  - Implemented a GUI from scratch and utilized a MVC structure to create a Spirograph Toy Simulator

- Game Development
  - Developed a Match-3 Game using Java in Processing
  - Worked on a team of four to create and develop a 2D side-scrolling platformer utilizing Unity and C#

- Mobile Development
  - Worked on a team of two as the front end developer to create a social media iOS application using Swift

- Web Development
  - Worked on a front-end team of five to design and implement a web application using the MEAN.JS stack for the UF CISE department. Used JavaScript, Angular.JS, MongoDB, HTML, Bootstrap for design, and Protractor for front-end testing while following the Agile development process
  - Utilized HTML and CSS to create a team website for a Ray Tracing Project

- User Experience Design
  - Conducted a focus group and designed a wireframe prototype for a Campus Parking App
  - Creating a high-fidelity, interactive landing page for Sportody

SKILLS:

- Programming: Java, C++, Swift, HTML, CSS, JavaScript, Ruby, Python, SQL
- Other: GitHub, MATLAB, AutoDesk Maya, Blender, Unity, Processing, Photoshop, Invision, Balsamiq