

Max Lee

Ho Suk Lee (Legal Name)

IoT Software Engineer at Bosch Australia

+61 422 383 582

max.hslee@gmail.com

imnotbermuda.com

mallocsizeof.me

mirrorstairstudio.com

github.com/bermuda-ut

au.linkedin.com/in/imnotbermuda

Profile

- Interest in software programming and game development since young
- Strong interest in computer graphics and developing shaders in HLSL/CG
- Dream of being an expert on both low-level software to high-level applications
- Enthusiasm in developing software for the people and implementing efficient, creative solutions
- Find more about myself in my [blog](#)

Education & Awards

University of Melbourne

2015-2017

Bachelor of Science, Computing and Software Systems

First Class Honours

UCSI University

2013-2014

Cambridge GCE A Level

Mathematics A*, Chemistry A*, Physics A*, Furthermaths A

Outstanding Cambridge Learner Awards

2012

Top in the World (Mathematics)

Cambridge IGCSE

Australian Mathematics Competition

2010

Credit

Programming Language Summary

C/C++

Strong C experience with recently picking up C++. Have written multithreaded Bitcoin Server and embedded systems C. Experience with Unreal.

JS/TS

Modern web development experience with multiple frameworks including React.

Java

Game development experience with Slick2D and backend API development with Spring.

C#

Long-time Unity 5 game developer.

Work Experience

IoT Software Engineer

Dec 2017 – Present

[Bosch Australia](#)

Continuing my student role but with more things to do with more authority.

Student IoT Engineer

Jan 2017 – Dec 2017

[Bosch Australia](#)

Working mainly on developing solutions for IoT engagements and getting involved in business aspects. Development tasks range from low-level embedded systems to high-level web applications.

Head of Technology

Oct 2016 – Apr 2017

[Momentum Consultancy](#)

Start-up consulting company run by students. I handled every technology engagements, identifying customer's needs, developing a solution and forming a team for implementation.

Project Lead

Feb 2016 – Present

[mirrorstairstudio](#)

Leading my game studio - [mirrorstairstudio](#).

Foundations of Computing Demonstrator

Feb 2016 – Jun 2016

[University of Melbourne](#)

Demonstrator for a first-year computing subject at the university.

Full Stack Developer

Dec 2015 – Jan 2016

[Clear Bridge Group](#)

Full stack developer to develop business process management software for the company.

Hackathon Experience

UNIHACK 2016

30 Jul 2016 – 31 Jul 2016

The Largest Hackathon in Victoria

- Competed against 30 other teams
- Worked together to make the product and worked as lead software developer during the event
- Used MeteorJS, MongoDB, Google Cloud Vision, NLTK and other packages to build a 'smart-fridge' web mobile application
- Helped to form a constructive product pitching and presented during product pitches and demonstrations
- **Awarded 1st place**

NASA Space Apps Challenge 2016

22 Apr 2016 – 24 Apr 2016

Space Themed Hackathon

- Lead a team of friends to develop a space-themed game
- Used Unity 5 with C#, art assets from Unity Asset Store
- Created space exploration game to help the new generation to understand importance of colonizing beyond earth and pass on our passion about space.
- **Awarded Most Inspirational**

CodeBrew 2016

18 Mar 2016 – 20 Mar 2016

Tackling important matters

- Teamed up with friends to tackle food and innovation
- Mainly worked as application developer. Contributed to product development with the members.
- Created a web application to resolve food and organic waste problems by creating a "unusable" food recipe app that gave users information to re-think about "spoilt" food.
- **Awarded 3rd place**

Source: github.com/fourblank/food

Startup Weekend Melbourne 2015

20 Nov 2015 – 22 Nov 2015

Hackathon for start-ups

- Attended with **mirrorstairstudio** members to build a mobile game
- Lead the team, distributed workload and managed the project overall
- Worked as main developer throughout the weekend, coding majority of the game and developed a suitable business model together
- **Awarded 2nd place**

Other Achievements

Dota 2 Battle Cup Champion

Apr 2017

SEA Division – Tier 4

Participated and won a small Dota 2 online tournament with a team of friends. We demonstrated the pinnacle and art of teamwork, made strategic decisions and performed our tactical plans effectively as a team.

Volunteer Works

UNIHACK 2017

Aug 2017

Mentor

Developed IoT devices and cloud platform for participants under Bosch and worked as a mentor during the event, guiding students and troubleshooting their issues. I have also presented to the crowd regarding Bosch sensors and their industrial applications.

Ketchara Soup Kitchen

2013

Student Volunteer

Volunteered to work for charity for the homeless for a day, cooking and distributing the food to the locals and homeless.

SPCA Selangor

2013

Student Volunteer

Volunteered to work for charity in the animal shelter for a day, mainly carried out cleaning and washing homeless animals.

Professional Referees

Contact me for more up-to-date referee information.