

Brendan Lee

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Education

University of Michigan (Ann Arbor, MI)

May 2025

Bachelors of Science in Computer Science, Minor in User Experience Design

- GPA: 3.55 / 4
- Coursework: Software Engineering, Web Systems, Operating Systems, Database Management Systems

Experience

I-Tech USA (Farmington Hills, MI)

May 2023 - Aug. 2023

UI/UX Design Intern

- Designed wireframes and high-fidelity mockups for mobile fitness app 'K•GO' using Figma and Adobe XD
- Benchmarked prototypes with competitors to improve the quality of 'K•GO' and its features
- Gained valuable insight through leading and presenting at weekly meetings with international designers and developers

Sushi Kafe (Rochester Hills, MI)

May 2022 - Aug. 2022

Server

- Addressed 30+ customers per hour in fast-paced environments to maximize business efficiency
- Accommodated to the varying needs of each customer to guarantee the best service possible
- Coordinated with other servers to effectively divide and conquer tasks

Projects

Project WP (React Native, Firebase, OpenAI API)

Aug. 2023 - Present

- Designed a sign up and login system, appending user information in Firebase backend
- Allowed for personal info, task, photo upload and conditionally rendered data
- Prompted OpenAI API to suggest AI-generated, logical responses to user preferences and input

Search Engine (React, Python, SQL)

Nov. 2023 - Dec. 2023

- Used tf-idf and page rank alongside web scraping to accurately rank an existing set of web pages based on user search
- Utilized a Rest API to deliver search results based on query parameters
- Included a sliding scale to increase and decrease the effectiveness of pagerank on the search algorithm

Instagram Clone (React, Python, SQL,)

Aug. 2023 - Oct. 2023

- Combined react components with an SQL database to accurately handle and display posts, likes, and comments data
- Implemented a secure login system using cookies and sessions to manage the user and user data
- Used bash scripts to reduce repetitive tasks and AWS to host the website

Barn Brawl (C#)

June 2023 - Aug 2023

- Created a 2D fighting game with focus on player movement and shooting
- Regulated version control through Github and clearly communicated with team members
- Practiced using Unity's physics mechanics as well as scripts to establish proper behavior within the game

Skills

Programming Languages/Frameworks: C++, C, C#, Java, JavaScript, Python, Swift, HTML, SQL, React, React Native

Coursera Training: Meta iOS Developer Professional Certificate, Python 3 Programming (University of Michigan)

Languages: English (Native), Korean (Conversational), Spanish (Intermediate)

Activities

University of Michigan Esports, Varsity Team Member (Valorant)

Dec. 2021 - April 2022

Korean American Student Association (KASA), Member

Aug. 2021 - Present

Chinese-American Student Coalition (CSC), Member

Aug. 2022 - Present