Chan Lee

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EDUCATION

Washington University in St. Louis, McKelvey Engineering School, St. Louis, MO   May 2024

Major in Computer Science
Cumulative GPA: 3.8 / 4.0

Relevant Courseworks
Data Structures & Algorithms, Parallel and Concurrent Programming, Systems Software, Artificial Intelligence, Mobile Application Development II, Mobile Application Development II, Object-Oriented Software Development, Rapid Prototype Development and Creative Programming, Web Development, Logic and Discrete Mathematics

WORK EXPERIENCE

Software Engineer Intern | Sobriety Hub ⍟   Sep 2022 ~ Present
• Utilized ReactJS and ChakraUI to improve and develop software service that allows the owners of sober living houses to manage and record their residents' information regarding their rents, medication, and more.
• Managed to create a user interactive tutorial using ShepherdJS which led to a decrease of 70% negative feedback of being lost on how to use the software for first time users.

Software Engineer Intern (Team Leader) | Dogugonggan Robotics ⍟   Jun ~ Aug 2022
• Developed a software web that utilizes real time video communication for N to N users by using Kurento media server and WebRTC communication platform.
• Employed NodeJS to allow users to create server pipelines to ensure users have successfully connected their media.

Teaching Assistant (Data Structures & Algorithms) | Washington University in St. Louis   Jan 2023 ~ Present
• Taught materials to WashU students for course CSE 247 Data Structures & Algorithms where I managed to help students struggling with asymptotic analysis, sorting algorithms, optimal pathways, hash tables, queues, and other data structures.

PROJECT EXPERIENCE

Personal Website ⍟   Aug 2021 ~ Present
• Created a portfolio website using javascript, HTML, and CSS to introduce who I am and my projects as a Computer Science student.
https://chanlee20.github.io/new_portfolio/

NEAT AI Flappy Bird ⍟   Dec ~ Jan 2022
• Mimicked the flappy bird game using python and applied NEAT AI to the game in which the AI will generate offspring that will teach itself how to play the game over generations and will create a bird that can perfectly play the game.

Terminal File System ⍟   Nov ~ Dec 2022
• Developed a file system that mimics basic terminal file system functionalities including creating files, editing and writing files, removing files, renaming files, and more which can be executed using specific commands (ls, cp, rm etc.)
• Incorporated OOP style of coding by employing visitor and prototype design patterns and using interface inheritance and calling polymorphic functions.

Movie Search App ⍟   Oct ~ Nov 2022
• Developed an IOS app in which the users are able to search a title, and the app will gain data from API call to TMDB movie datasource and display the images and titles of the movies in a collection view fashion.

LEADERSHIP POSITIONS

WashU Blockchain Society St. Louis, MO ⍟   Aug 2022 ~ Present
Lead Developer
• Led the developer team to research, analyze, and code blockchain related projects in order to create a unique transaction system that the whole WashU community is able to flexibly adjust and use.

SKILLS & INTERESTS
Java / JavaScript / ReactJS / NodeJS / HTML / CSS / MySQL / Linux / PHP / Swift / Python / C / C++