

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: 3.85 / 4.0

Relevant Courseworks

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

WORK EXPERIENCE

Tech Analyst Intern | Spectrum | Maryland Heights, MO

Jun 2023 - Present

Database Management - Java

- Optimized database management by using backend frameworks such as Java and Hadoop to organize over thousand customer accounts and its billing operation conflicts.

Teaching Assistant | Washington University in St. Louis | St. Louis, MO

Jan 2023 - Present

Data Structures & Algorithms - Java

- Taught over 50 students about time complexity, sorting algorithms, hash tables, queues, and other data structures.

Software Engineer Intern | Sobriety Hub  | St. Louis, MO

Sep 2022 - Present

Full Stack - ReactJS, NextJS, AWS

- Utilized ReactJS and ChakraUI to 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 external JS library 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  | Seoul, South Korea

Jun - Aug 2022

Full Stack - Javascript, NodeJS, PHP

- Developed a user-authenticated web application that allows real time video communication between N to N users by applying SocketIO, Kurento Media Server, and WebRTC API.
- Employed NodeJS to create server pipelines and exchange ICE candidates to ensure users can establish video connections.
- Utilized PHP to store and view recorded videos in a secured database.

PROJECT EXPERIENCE

Re:Loved 

Feb - May 2023

Personal Project - SwiftUI, Firebase

- Developed an iOS app utilizing SwiftUI and Firebase that allows WashU people to enjoy upcycling in a more secure environment.

NEAT AI Flappy Bird 

Dec 2022 - Jan 2023

Personal Project - Python

- Mimicked the flappy bird game using Python and applied NEAT AI to the game in which the AI generates offspring that will teach itself how to play the game over generations until it creates a bird that can perfectly play the game.

Linux File System 

Nov - Dec 2022

Course Project (CSE 332: Object-Oriented Software Development) - C++

- Developed a file system that mimics linux functionalities which are executed by entering commands (ls, cp, rm etc.) to the terminal.
- Incorporated OOP style by employing visitor & prototype design patterns, interface inheritance, and polymorphic functions.

LEADERSHIP EXPERIENCE

WashU Blockchain Society St. Louis, MO 

Aug 2022 - Jan 2023

Lead Developer - ReactJS

- Led a group of 10 developers to create a unique transaction system that the entire WashU community can flexibly adjust and use.

SKILLS & INTERESTS

Java / JavaScript / ReactJS / NextJS / NodeJS / HTML / CSS / Swift / SwiftUI / Objective-C / Python / C / C++ / MySQL / Linux / PHP