**Charles Lee**

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**Email:** charles.98006@gmail.com

**LinkedIn:** linkedin.com/in/charlesminglee

**Github:** github.com/charleslee98006

**Education:**

Georgia Institute of Technology – Atlanta, GA August 2010 — August 2015

**Major:** Bachelor of Science - Computational Media

**Experience:**

BlackApple Solutions – Bellevue, WA October 2015 — Present

*Game Tester*

Georgia Institute of Technology – Atlanta, GA August 2014 — January 2015

*Web Design Developer Student Assistant*

* + - * Rebranded the Old Senior Capstone website to be compliant with the university initiative for their web marketing.
      * Designed mockups of the new Senior Capstone website using the Adobe Suites that was impressive and received approval by the supervisor and his colleagues.

ConsumerSoft – Seattle, WA June 2014 — August 2014

*Web Developer Intern*

* + - * Developed a web UI for a prototype web to pc scanning service prototype that successfully became a product for the company.
      * Collaborated in designing and implementation process for key features and requirements from algorithm for pulling data to utilizing the pulled data for the Web UI.

Manhattan Associates – Cumberland, GA August 2013 — December 2013

*[Research and Development UI Intern](http://www.linkedin.com/search?search=&title=Research+and+Development%3A+Co-op&sortCriteria=R&keepFacets=true&currentTitle=CP&trk=prof-exp-title)*

* + - * Built an interactive user interface that used CRUD model for the Continuous Integration Team that allowed managers to monitor project performances from pulled data.
      * Analyzed limitations and strengths of alternative business analysis tools to see whether there are better alternatives to the Microsoft Reporting Tool that suits the company’s specific needs.

**Classes and Projects:**

GraveFighters October 2015

*Seattle 2015 Game Jam*

* Developed the title screen and animation UI transitions using the Unity 5 mecharim system.
* Contributed to the infrastructure design and debugged core UI features of the game score display.

GPU Programming for Video Games Summer 2015

*Assignment 4 - Waves*

* + - * Simulated wave movements using Unity 5 from components that can take in different types of textures and cubemaps to created different types of effects for the user.

Computational Photography Summer 2015

*Final Project - Hamster Video Texture*

* + - * Attempted to apply sprite creation from gif imaging techniques that could streamline the user side to upload video images to create sets of images and applied video texturing to create looping sprites.

Principle of Information Design Course Spring 2015

*Data Visualization - Preceptate*

* + - * Adapted the D3.js library to create a sunburst partition visualization on a mock website as a tool that can potentially link up with the Seattle Police database recorded Washington state local news and social media to show society’s skewed perception of crime.

Georgia Tech Senior Capstone Website Fall 2014

*Drupal Framework Website Mockup*

* + - * Spearheaded the website not only easy user interactivity or professional branding but also appealing to the needs of the industry, faculty and student stakeholders’ needs with knowledge from UI design class.

User Interface Design Course Fall 2014

*SmartStore Fast In Fast Out (F.I.F.O) UI Prototype*

* + - * Accomplished with a team to design from conception to mock run through for Google Watch, Android and web to mobile devices mockups for a smart store that allowed customers easily locate their groceries to save time and energy while comparing prices for low cost.

Lee & Associates Web Portfolio Summer 2014

*Website Project*

* + - * Built and deployed the Lee & Associate webpage version 1.0 to establish the company web presence using animations and different JavaScript techniques to having a minimum scrolling website.

Software Development and Web Applications Summer 2013

Data Structures and Algorithms Summer 2013

**Skills:**

**Web Development:** jQuery, Node.js, Git, Heroku, ExpressJS, D3.js, Angular.js, Ember.js, MongoDB, AWS, Azure, Drupal

**Programming Languages:**  Javascript, C#, CG/Open GLSL, HTML5/CSS3, Java, Python, Matlab

**Software:** Unity 5; Adobe Suite, Maya

**OS:** Mac, Window 7, Linux

**Languages:** Mandarin Chinese, Japanese (basic)