Chase Lee

(808)230-0024 • Honolulu, HI • chaselee65@gmail.com

EXPERIENCE

Unity Software Engineer | Akamai Workforce Initiative Summer Intern   June 2021 - Present
KBR | Kihei, HI

- Constructed realistic drone flight simulation through Unity
- Wrote several C# scripts for drone simulation, simulating camera aperture and environment
- Reinforced drone detection models by producing simulation data for machine learning

Game Jam Competitions | [https://snekuchan.itch.io/]   September 2020 - November 2021

- Developed a fully functioning games through Unity within a two week time limit with my peers
- Directed my peers through the Unity process, moderated their work and mediated conversation about the games
- Evaluated criticism and adjusted the game accordingly to improve user experience

Software Engineering | Zeus   August 2021 - December 2021
University of Hawai'i at Manoa | Honolulu, HI

- Built a program that utilizes MongoDB and changes the data of medication and supplies in real time
- Addressed concerns with the customer and made changes based on customer critiques
- Developed using Javascript, CSS, HTML, and Meteor

Software Engineering | Flea Market   April - May 2021
University of Hawai'i at Manoa | Honolulu, HI

- Developed a program that has a front-end GUI and a back-end database that interacts with one another
- Addressed concerns with my peers by utilizing the Agile software development process
- Maintained the program through functional tests, end to end tests, and integrations tests

EDUCATION

University of Hawai'i at Manoa | Bachelor of Science in Computer Science | GPA: 3.52/4.0   Expected May 2022

Relevant Courses:

- ICS 212: Scripting or C/C++ - Fundamentals of C/C++ and their applications.
- ICS 311: Algorithms - Improving knowledge of data structures and algorithms.
- ICS 314: Software Engineering I - Utilizing Javascript, CSS, and HTML to create sites that serve a function.
- ICS 321: Database Systems - Understanding the fundamentals of SQL and organizing databases.

Extra-Curriculars

Game Dev Club at UHM   August 2020 - Present
President

- Led group discussions in multiple topics of game design and organized game design events.
- Prepared Unity workshops and directed members how to use Unity and later collaborated using Github
- Organized club participation in game jams and held meetings to design various games

International Student Association   2021 - Present
Public Relations Officer

- Organized events and gathered students across the entire UH system to join.
- Discussed with peers and maintained healthy and professional relationships with other clubs.

SKILLS

Java | Javascript | C | C++ | C# | Python | HTML | SQL | CSS | Agile | Semantic-UI React | Docker | AWS | Git