CJ Lee

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EDUCATION

Cornell University 2020 - 2024

- B.A. in Computer Science in the College of Arts and Sciences
- 3.96 GPA, Dean's List (Fall 2020, Spring 2021)
- Relevant Courses: Introduction to Computing Using Python, Object-Oriented Programming and Data Structures, Discrete Structures, Linear Algebra, Functional Programming*, Statistics and Probability*, Multivariable Calculus*, Backend Development* (*In Progress)

WORK EXPERIENCE

Teaching Assistant, Introduction to Computing using Python Aug 2021 -

- Manage lab sections with 40 students, hold office hours, grade dozens of assignments and exams, lead individual one-on-one sessions, and render course help to 800 students in Cornell's largest CS class

Academic Technology Assistant, Center for Teaching Innovation Apr 2021 -

- Provide technological assistance to professors on potpourri of course-related issues, such as administering course pages, digitizing course materials like DVDs and VHS tapes, and providing classroom A/V support

ACTIVITIES

Web Developer, Association of Computer Science Undergraduates Feb 2021 -

- Collaborate on a 5-member team to manage the website of ACSU, Cornell's largest undergraduate CS club, with information about socials, professional workshops, and general guidance for 1500 CS majors at Cornell

Business and Operations Member, Cornell Autonomous Sailboat Team Oct 2020 -

- Manage logistics and outreach of the 30 member student-led project team, from web development to recruitment, including raising $3000 dollars for team budget
- Interface with companies for monetary or equipment-based sponsorship inquiries, such as raw materials and solar panels, to streamline sailboat's R&D

PROJECTS

ACSU Website Redesign acsu.cornell.edu | github.com/cornellacsu/new_web_react

- Completely overhauled club website, including remodeling frontend and porting dozens of pages to React
- Prioritized redesigning the Resources section, which includes tens of thousands of words for Cornellians about courses, clubs, research, and graduate school through new interactive components

Sewer System Game Optimization Code on Request

- Utilized Djikstra's algorithm, depth-first search to optimize a game in Java based on finding a ring in a "sewer" then escaping while picking up maximum "coins". Achieved 93rd percentile optimization in class.

Froggit Game Code on Request

- Designed Frogger spin-off game in Python based on the Model-View-Controller pattern. Implemented GUIs and animation coroutines. Developed levels and mechanics beyond class requirements

SKILLS

- Languages: Python (proficient), Java (competent), HTML5/CSS3/JS (competent)
- Tools: Git, LaTeX, React, Microsoft Office