

Christopher Lee

603-359-2742 | lee11@kenyon.edu | [clee088.github.io](https://github.com/clee088)

SUMMARY

Mathematics and Economics double major with experience in iOS development; passionate about learning Swift and developing iOS apps with SwiftUI while following Apple's Human Interface Guidelines; seeking opportunities within mobile software development.

EDUCATION

Kenyon College

Bachelor of Arts in Mathematics and Economics
Concentration in Scientific Computing

- GPA: 3.29 | Merit List: Spring 2021

Expected 2024

Gambier, OH

EXPERIENCE

Esri

Software Engineering Intern (iOS)

May – Aug 2022

Redlands, CA (Remote)

- Collaborated with the iOS Runtime and Samples teams to develop an app with SwiftUI to showcase the abilities of the ArcGIS Runtime API
- Added over 20 samples of the Runtime API to the app to assist new developers by demonstrating how to implement the API within a SwiftUI app through well-crafted and documented code
- Enhanced the fundamental UI of the app by developing principal views and view modifiers

STEM Robotix

Teaching Assistant

Aug 2015 – Jul 2021

Hanover, NH

- Instructed LEGO EV3 Robotics and Python to children in grades 3-6
- Assisted students with using LEGO programming software to maneuver EV3 robots through various physical challenges to encourage out-of-the box thinking
- Introduced students to fundamental programming concepts such as loops, functions, conditional statements, and classes using the Turtle and Pygame libraries in Python

PERSONAL PROJECTS

Tremor Analysis

Jun 2020 – Present

- Developing and designing an iOS app with SwiftUI to aid Parkinson's Disease patients by quantifying a tremor's component frequency from the iPhone's accelerometer
- Utilizing Apple's Accelerate, Core Motion, and Core Data frameworks to perform Fast Fourier Transforms, gather accelerometer data, and locally store users' tremor analysis
- Released Tremor Analysis on the App Store on Aug 7th, 2021, amassing over 1.4K total downloads and a five-star rating as of Aug 2022

AWARDS AND ACHIEVEMENTS

Apple WWDC Swift Student Challenge Winner

Jun 2020, 2021, 2022

- Awarded Apple's Worldwide Developer Conference Swift Student Challenge award in 2020, 2021, and 2022
- Developed innovative Swift Playgrounds with SwiftUI, featuring an interactive app to visualize the power of compound interest ('20), Fast Fourier Transforms ('21), and the Collatz Conjecture ('22)

SKILLS AND INTERESTS

Programming

Swift, SwiftUI, Python, C++, HTML, CSS, Xcode, CLion, Visual Studio Code, Figma

Interests

software development, machine learning, ESG investing, GIS, tennis, cycling, hiking, photography