

# CHIH-CHIEH LEE

15436 Milbank St. Encino, CA 91436  
(818)669-5066 | jennylee0117@gmail.com  
GitHub://cle7 | LinkedIn://Chih-Chieh-Lee

## EDUCATION

---

**California Institute of Technology**  
B.S. in Computer Science | GPA: 3.9/4.0

**Sep 2015 – Present**  
Expected Graduation: June 2019

**University of Edinburgh**  
Study Abroad | Informatics

**Sep 2017 – Present**

**Honors** | South Central Scholar, Zenith Scholar, Phelps Forward Scholar

## SKILLS

---

**Computer Languages** | C, C++, Python, JavaScript, Java, HTML/CSS

**Tools** | Git + GitHub, MatLab, Android Studio, XCode, Agile + Scrum, Chrome DevTool

## WORK EXPERIENCES

---

**Zenith Insurance Company** | Information Technology Summer Intern

**Summer 2017**

- Participated in the development of ZConnect, the Android and iOS mobile apps that facilitate the communication between injured worker and examiner
- Implemented the mock-up of activity tracker and achievements as a gamification idea in Android
- Efficiently identified and resolved issues in app by detecting bugs and enhancing existing features

**Hsieh Research Lab** | Summer Undergrad Research

**Summer 2016**

- Improved efficiency in data analyzation by developing a MatLab program dedicated to organizing experimental data and displaying observable trends across multiple experiments
- Engineered a new pump-probe spectroscopy setup with adjustable probe laser pulses

## PROJECTS

---

**Athena Hacks** | Mobile Game Development Winner

**Apr 2017**

- Designed and implemented an Android game in Unity that simulates apartment-living experience through a collection of mini games including Laundry Explosion, Fridge Purge, and Cockroach Infestation
- Create game sprites including apartment background and start scene with Photoshop

**LA Hacks** | Microsoft Technology

**Apr 2017**

- Utilized Microsoft Cognitive Recognition API to process and analyze input images
- Experimented with Microsoft HoloLens in Unity to include gesture control and picture taking

**Othello Artificial Intelligence Bot** | CS2: Intro to Programming Methods

**Mar 2017**

- Developed an artificial intelligence bot in C++ that is capable of playing a game of Othello while maximizing the chance of winning and ensuring valid steps
- Integrated the use of minimax search algorithm with alpha-beta pruning for game decision making
- Experimented with simple algorithm using board weights as an indicator for better game moves

**Hacktech** | Mobile App Development

**Mar 2017**

- Developed the front end of an Android app for sharing information and pictures on road trips
- Designed user interface using Java and XML, including main page layout and simple finance tracking design