

# Chih-Chieh Lee

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## EDUCATION

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**California Institute of Technology, Computer Science, 3.9**

**Expected Graduation: June, 2019**

- Relevant Coursework: Intro to Computer Programming, Decidability and Tractability, Learning Systems, Intro to Discrete Mathematics, Intro to Programming Methods, Fundamentals of Computer Programming, Intro to Computing Systems, Intro to Algorithms, Computer Language Labs (C, C++, JavaScript)
- Activities: Avery Ski Trip Planning, Avery Interhouse Art Team
- Honors: South Central Scholar, Zenith Scholar, Phelps Forward Scholar

**University of Edinburgh, Informatics**

**September – Present**

## EXPERIENCE

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**Zenith Insurance**

**Los Angeles, CA**

*Information Technology Summer Intern*

*June – September 2017*

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

**Athena Hacks**

**Los Angeles, CA**

*Mobile Game Development Winner*

*April 2017*

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

**Othello Artificial Intelligence Bot**

**Los Angeles, CA**

*CS 2: Introduction to Programming Methods*

*March 2017*

- Developed artificial intelligence bot in C++ capable of playing 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 indicator for better game moves

**Klotski: Sliding Block Puzzle**

**Los Angeles, CA**

*CS 4: Fundamentals of Computer Programming*

*March 2017*

- Constructed simple game of Klotski in Ocaml using built-in map and set modules
- Implemented Klotski solvers based on breath-first search and depth-first search

**Hsieh Research Group**

**Los Angeles, CA**

*Undergrad Researcher*

*June – September 2016*

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

## ADDITIONAL SKILLS

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- Computer Languages: C, C++, Python, Ocaml, JavaScript, HTML, CSS, Java, SQL
- Languages: Fluent in English and Chinese