CHIH-CHIEH (JENNY) LEE

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EDUCATION

California Institute of Technology **Sep 2015 – Present**
B.S. in Computer Science Expected Graduation: June 2019

University of Edinburgh **Sep 2017 – Dec 2017**
Study Abroad | School of Informatics

SKILLS

Computer Languages | C, C++, C#, Python, Ocaml, Haskell, HTML/CSS, JavaScript, SQL
Tools | Git + GitHub, Tensorflow + Keras, MatLab, Mathematica

WORK EXPERIENCES

Microsoft | Software Engineering Intern **Summer 2018**

- Designed and implemented code generation from an AI graph model to Brainwave compiler intermediate representation
- Captured the control flow of the AI graph and FPGA-supported vector and matrix operations for the AI graph
- Facilitated fast prototyping of graph models to be used in Brainwave runtime making the FPGA accessible to all AI developers and data scientists

Zenith Insurance Company | Information Technology Summer Intern **Summer 2017**

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

Hsieh Research Lab | Summer Undergrad Research **Summer 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

PROJECTS

CS 156B Learning Systems: Netflix Competition | Class Winner **Apr – Jun 2018**

- Implemented neural autoregressive approach to collaborative filtering (CF-NADE) to model and predict user rating vector on set of movies.
- Improved rating prediction accuracy to 4.6% above the original Netflix model with CF-NADE model
- Blended CF-NADE with TimeSVD++, RBM, Tensor Factorization, and other machine learning models reaching 8.86% test improvement from original Netflix model

Athena Hacks | Mobile Game Development Winner **Apr 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
- Created game sprites including apartment background and start scene with Photoshop

AWARDS

Phelps Forward Scholar, SCS Noonan Scholar, Zenith Scholar