

CHIH-CHIEH LEE

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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 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