CHIH-CHIEH (JENNY) LEE

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Portfolio: Chihchiehlee.com

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
- 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**
- Contributed to the development of ZConnect, the Android and iOS mobile app that facilitates communication between injured workers and examiners
- Implemented mock-up of activity tracker and achievements for gamification of the app
- Enhanced existing features through effective bug detection and resolution

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