**CHIH-CHIEH LEE**

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GitHub://clee7 | LinkedIn://Chih-Chieh-Lee

EDUCATION

**California Institute of Technology** **Sep 2015 – Present**

B.S. in Computer Science | GPA: 3.9/4.0 Expected Graduation: June 2019

**Honors:** South Central Scholar, Zenith Scholar, Phelps Forward Participant

SKILLS

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

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

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 using built-in accelerometer and Android Studio
* Efficiently identified and resolved issues related to the ZConnect App by detecting bugs and enhancing existing features
* Collaborated with fellow interns to create a website documenting our internship experience at Zenith

**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
* Created game sprites such as apartment background and start scene background 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 Mar 2017**

* Developed an artificial intelligence bot in C++ that is capable of playing a game of Othello while maximizing the chance of winning
* 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 the 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