Clement Lee

Campus Address   clem@princeton.edu   *Permanent Address*

1932 Frist Center   (801) 289-6300   566 Cambridge Circle

Princeton, NJ 08544   clementl.com   Salt Lake City, UT 84103

Education

Princeton University *Sep 2013 to Jun 2017*   *3.75 GPA*
B.S.E. candidate in Computer Science
Relevant Coursework:
   COS217: Programming Systems—low-level computer design using C and x86 assembly
   COS445: Networks, Economics, and Computing—game theoretical computation, market optimization

University of Utah *Aug 2009 to Jan 2013*   *3.84 GPA*
Cross-enrolled during during high school, 48 credits (sophomore status)
Near-completion of a math major and a CS minor, completion of graduate-level math classes

West High School *Aug 2009 to Jun 2013*   *4.43 GPA*
Full honors, IB diploma

Experience

R&D Intern   *Jun 2014 to Aug 2014*
Bloomberg LP
Exploring and developing natural language processing algorithms to automate live text analysis.

Web Designer and Backend Developer   *Jan 2014 to present*
Princeton Model United Nations
Designing a new registration and live administration system to assist in conference organization using PHP.

IT Chair   *Dec 2013 to present*
Princeton Undergraduate Student Government
Managing IT and developing student-facing apps for the Princeton student body using a variety of web technologies.

Lead Backend Developer   *Jan 2014 to May 2014*
Read Record Replay
Developing the server, managing the databases, and integrating the design of a new website with NodeJS for an educational nonprofit dedicated to teaching English to young children using audiobooks.

Webmaster and Web Designer   *Dec 2014 to present*
Princeton CSA, *Princeton TASA*, and *VTone*
Maintaining and redesigning the websites of multiple student organizations to help promote events.

Researcher and Programmer   *May 2012 to April 2013*
University of Utah Visual Perception and Spatial Cognition Lab
Developed realistic environments in Python to visualize in head-mounted displays to test the effect of movement on distance and spatial judgment.

Personal Projects
Developed a gesture recognition framework using convolutional neural networks to analyze motion features integrated over time in C++, and a game theory simulation studying the environmental factors behind cooperation in Python using multiprocessing.

Skills

Programming: fluent in Java/C#, Python, C/C++, HTML/CSS/Javascript, and x86 assembly

Mathematics: multivariable calculus, partial differential equations, and abstract algebra