Clement Lee

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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
COS423: Theory of Algorithms—computational efficiency from an abstract perspective
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

IT Chair *Dec 2013 to present*

Princeton Undergraduate Student Government

Managing IT and developing student-facing apps for the Princeton student body using Python and PHP.

Web Designer and Backend Developer *Sep 2013 to present*

Innovation Magazine

Bringing a modern redesign to Innovation as it moves towards web publication using PHP.

Lead Backend Developer *Jan 2014 to present*

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.

Web Developer *May 2012 to October 2012*

University of Utah Math Department

Worked on connecting University educational software to departmental online homework system modules by extending open-source software written in Perl.

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