Clement Lee

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Education

Princeton University *Class of 2017*
Anticipating B.S.E. degree in Computer Science
Relevant Coursework:
COS217: Programming Systems, learned about low-level computer design using C and x86 assembly
COS423: Theory of Algorithms, dealing with optimization from a theoretical perspective

University of Utah
Enrolled concurrently during high school, 3.84 GPA with 48 credits (sophomore status)
Two courses short of a math major and a computer science minor (minus distribution requirements), have successfully completed up to graduate-level math courses

West High School *Class of 2013*
Graduated with a 4.43 GPA with full honors and an IB diploma

Experience

Princeton Undergraduate Student Government IT Chair *Dec 2013 to present*
Managing IT and developing student apps for the entirety of the Princeton student body in tandem with school administrators.

Innovation Magazine Web Design and Backend Team *Sep 2013 to present*
Bringing a modern redesign to Innovation and dramatically improving its online presence as it moves towards web publication using PHP.

Read Record Replay Lead Backend Developer *Jan 2014 to present*
Developing the server, managing the databases, and integrating the front end design of a brand new web site for a new educational nonprofit dedicated to teaching English to young children through the use of audiobooks.

Princeton CSA Media Chair and VTone Publicity Chair *Dec 2014 to resent*
Maintaining and redesigning the websites of multiple student organizations to help promote events.

University of Utah Visual Perception Lab Researcher *May 2012 to April 2013*
Developed realistic environments in Python to visualize in head-mounted displays to test the effect of movement on distance and spatial judgment. Mentoring professor provided high level guidance to self-directed project.

University of Utah Math Department Web Developer *May 2012 to October 2012*
Worked on connecting University educational software to departmental online homework system modules by extending open-source software written in Perl. Flown out to a conference in Madison, Wisconsin to discuss with others working on similar goals.

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