

Clement Lee

1932 Frist Center clem@princeton.edu
Princeton University (801) 289-6300
Princeton, NJ 08544 clementl.com

Education

- Princeton University** *Class of 2017* 3.75 GPA
B.S.E. candidate 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** 3.84 GPA
Cross-enrolled 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** *Class of 2013* 4.43 GPA
Full honors, IB diploma
-

Experience

- IT Chair** Dec 2013 to present
Princeton Undergraduate Student Government
Managing IT and developing student apps for the Princeton student body.
- 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 front end design of a new web site 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