Kevin Lee

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SUMMARY

I am a recent computer science graduate with a keen interest in growing both technical and interpersonal skills. Eager to build strong connections and open to learning from many. Currently learning the basics of front-end development but also honing my skill set for back-end.

EDUCATION

B.S. Computer Science
University of Washington
June 2023

A.S. Arts and Sciences
Bellevue College
June 2020

SKILLS

Javascript
React
Squarespace
Java
Object Oriented Programming
Git
Microsoft Office
Unity

RELEVANT COURSES

Systems Programming
Software Design & Implementation
Intro to Data Management
Computer Security
Computer Vision

LANGUAGES

Korean
English

WORK EXPERIENCE

STEMTree of Redmond – February 2024 - Current
Lead Instructor

Designed a website using Squarespace for a product photo services startup company. Developed custom JavaScript and CSS features to highlight the studio's photography expertise, in a modern, professional style and concise way.

Lucky Vibe Studios – November 2023 - January 2024
Freelance Web Developer

Designed a website using Squarespace for a product photo services startup company. Developed custom JavaScript and CSS features to highlight the studio's photography expertise, in a modern, professional style and concise way.

PROJECTS

Egyptian Ratscrew – Current
Personal Project

HoloDash – February 2023
Software Capstone Games

Collaborated with a team to successfully implement game mechanics using C# scripts and seamless animations by working with Unity, while also taking charge of creating custom assets.

Actively attended weekly meetings to plan deadlines and efficiently accomplish goal sets. Revamped the game's visual identity by collaborating closely with the marketing team to effectively convey the game's narrative and experience.

KeepUp Application – May 2022
Interaction Programming

Developed an application utilizing Android Studio, aimed at encouraging users to incorporate regular physical activity breaks into their daily routines through timely reminders.

Leveraged Android Studio's powerful toolkit, using the canvas object for intuitive design, the sensor manager to detect user movement, and the accessibility scanner to enhance the app's layout. All were created in Java.

The primary objectives were to gain practical experience in app design, implementing the app's functionalities, and testing its adherence to the System Usability Scale guidelines to ensure a user-friendly experience.