

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
Git
VSCode
Microsoft Office

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

Teaching students ranging from 2nd to 4th grade the topic of coding through Scratch and mathematics. For the students to find passion in STEM, I focused the curriculum on critical thinking, problem-solving skills, and finding enjoyment for learning.

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 such as image carousel and smooth animations to highlight the studio's photography expertise in a professional style and concise way.

PROJECTS

Egyptian Ratscrew – Current
Personal Project

Built a web-based card game influenced by the game Egyptian Ratscrew but with my own custom rule set. Created through the React framework and Javascript and implementing multiplayer features through Rune to provide rollback netcode and consistent back-end networking.

HoloDash – February 2023
Software Capstone Games

Collaborated with a team to create a game through Unity. Successfully implemented mechanics using C# scripts such as the menu system and created seamless animations, while also taking charge of creating custom assets for the game.

Actively attended weekly meetings to plan deadlines and efficiently accomplish goal sets. Revamped the game's visual identity by working closely with the marketing team to effectively convey the game's narrative and experience. We successfully launched it on a streaming site and is available to play on the browser and had over 50+ users download the game.