CYRUS LEE

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EDUCATION

University of California, Irvine

Irvine. CA

Computer Science, B.S.

Expected Graduation June 2027

GPA: 3.98

Honors & Awards: Regents' Scholarship, National Merit Scholarship, Dean's Honor List

Relevant Coursework:

- Python: Programming with Software Libraries, Intermediate Programming
- C/C++: Programming in C/C++ as a Second Language
- Data Structures: Boolean Logic and Discrete Structures, Discrete Mathematics, Data Structure Implementation and Analysis (In Progress)
- AI: Machine Learning and Data Mining (In Progress)
- Assembly: Introductory Computer Organization (In Progress)

CodePath 2024

- TIP 103: Advanced Technical Interview Prep (In Progress)

PROJECTS

Programming Language Interpreter

- Developed an interpreter for a custom, assembly-like programming language using Python
- Implemented arithmetic instructions, functions, variables with data types with 100% accuracy

Network Simulation

- Simulated a device communication network, implementing a protocol in which devices propagate alert messages and cancellations to each other
- Achieved faster simulation by implementing time-sorted event queue, rather than just simulating the system in spedup time

Airport Information Database

- Built backend of a GUI program that displays region information from an airport database, dealing with 200+ regions, using SQL and Python
- Implemented robust user error handling and input validation to protect against SQL injection

Clone of Columns (1989)

- Developed a clone of block-stacking game Columns (1989) using PyGame
- Fine-tuned delayed auto repeat input to improve gaming experience and created an 8-bit cover of Dance of the Reed
 Flutes for a classic Tetris atmosphere

Art Tools

- Created a maze generation program and mosaic editor tools for use by classmates in art class projects (during high school)
- Implemented as a website using JavaScript and HTML/CSS

SKILLS

Programming: [Fluent] Python, [Proficient] C/C++, [Familiar] JavaScript, Java, SQL, R, Bash

Tools/Other: Git, Numpy, Linux, Vim, VSCode, Languages: English (native), German (beginner)