David Lee

Graduating Georgia Tech Senior | US Citizen

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Education Atlanta, GA

Fall 2020 – Spring 2024 Georgia Institute of Technology Computer Science
Fall 2019 – Spring 2020 Georgia State University Concentration: Intelligence & Devices

Skills

Programming: Python, Numpy, PyTorch, SQL, VHDL, Java

Software & Tools: Git, Anaconda, Jupyter Notebook, Quartus, Docker, Circuit Sim, Adobe Premiere, Trello

Environments: Ubuntu, Windows

Concepts: Version Control, Machine Learning, Object-Oriented Programming

Projects

Future Esports Experience

August 2022 - May 2024

Research Co-lead

Working with a GT team led by Dr. Laura Levy to create metrics for gauging the general health of Esports Athletes

- Conducted interviews and authored critical research documents using gathered insights to support project objectives
- Created a Figma-based front-end website prototype to provide scaffolding and guidance for the development team

Machine Learning Models to Assess Credit Risk

January 2023 – May 2023

Built machine learning models tasked with creditworthiness assessments given a customer from a public Kaggle dataset

- Developed Logistic Regression, Random Forest, and MLP (Multilayer Perceptron) Neural Net models using Python, PyTorch, SQL for data manipulation, and Jupyter Notebooks for documentation
- The Random Forest and MLP models outperformed others, with the highest accuracy reaching 92%, limited by data scarcity leading to
 overfitting in the MLP model

Python Chatroom

January 2023 – May 2023

Created a server and client program to create a virtual chatroom using socket programming

• Created server and client programs that run on a specific port and password via command line capable of accepting and refusing clients

Audio Peripheral for FPGA

August 2022 – December 2022

Created a peripheral device that processes numerical inputs to generate musical sinusoidal waveforms, producing sound for musical composition

Programmed the peripheral using "SCOMP (Simple Computer)" VHDL; debugged and tested using a DE-10 Standard FPGA board

Leadership

Georgia Tech Esports

April 2021 - July 2023

President

- Elevated approved acquisition budget from ~\$80 to \$30,000, setting a historical record for the organization, surpassing budgets of similar CoC and SGA entities
- Headed comprehensive internal restructure initiative, onboarding 20+ admins and coordinators on current staff. This includes creating
 previously unwritten policies and communication systems, establishing a strong foundation for future generations to build upon
- Expanded scope of GTEsports by 150%, incorporating 12 additional games, each with the capacity to function as an independent club with its own membership (of hundreds) and administration staff
- Shaped the vision and strategy for both past president and current co-presidents, working tirelessly to ensure that the organization's foundation is not only strong but future-proofed with the intention of emphasizing the organization's long-term success

Lambert Esports Club

October 2017 - May 2019

President

- Established and grew a club of 1000+ members, capturing the attention of school administrators and the county athletics board
- Through independent communication and relationship-building skills, fostered a partnership between GHSA and PlayVS, which subsequently inspired neighboring states to consider adopting esports
- Played a key role in defining the operational requirements for high school-level esports, advising and addressing areas of improvement

Experience

SpectrAR March 2023 – May 2023

Co-founder

Co-founded SpectrAR to pursue and explore AR/VR technologies

• Built initial product prototype, programming and assembling an interface between an Arduino clock and an LED screen which played a pivotal role in a successful demonstration to the admins of CREATE-X and leading to acceptance to the CREATE-X program @ GT

References

Laura Levy - VIP/Research Professor/Mentor: laura@imtc.gatech.edu