

# Dan Lee

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## EDUCATION

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**University of California, Los Angeles** | Bachelor of Science in Computer Science

Expected Jun. 2023

- GPA: 3.37/4.0
- Data Structures & Algorithms, Operating Systems, Programming Languages, Computer Architecture, Linear Algebra, Discrete Math

## EXPERIENCE

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**Software Engineer Intern**

Jun. 2022 - Present

Thumbtack | Los Angeles, CA

- Worked on the marketing tech team to develop internal tool to unblock planned incentives experiences using Go, GraphQL, Next.js

**Software Developer**

Oct. 2021 - Present

LA Blueprint | UCLA

- Leverage software engineering skills in collaboration with The Conscious Kid, an education, research, and policy organization that supports educators disrupt racism, inequity, and bias
- Collaborate with designers and other developers to deliver a library-style web application built in React and Airtable

## PERSONAL PROJECTS

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**SinnohDex**

Jun. 2021

Pokédex web app built in React.js, Bootstrap/CSS, PokeAPI.

- Created as a passion project in celebration of recent Pokémon 'remake' games.

**weather-app**

Sep. 2020

Weather web app built in React.js, OpenWeatherMaps API, Google Geocoder API.

- Maximized efficiency by **80%** by lifting state up, reducing the number of required API calls.
- Independently researched and formed an understanding of frontend technologies.
- Leveraged fundamentals and available resources to deliver first frontend project

## COURSE PROJECTS

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**Kontagion**

2D-style game using C++ and OpenGL.

- Leveraged inheritance, polymorphism, STL, and object-oriented programming to develop modular and reusable code.

**Proxy Herd**

'Application server herd' architecture prototype using Python, asyncio, Google Places API.

- Establishes TCP connections and logs clients' GPS data

**GooberEats**

Turn-by-turn navigation system built in C++ using OpenStreetMaps data.

- Implemented a house-made hash map that supports adjustable load factors.

## SKILLS

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Python | C++ | Javascript | HTML/CSS | Bash | Git/Github | React.js | SQL