

Dan Lee

(669) 350-3510 • github.com/danlee01 • danlee01@ucla.edu • linkedin.com/in/danxlee

EDUCATION

University of California, Los Angeles (UCLA) | 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

Software Engineer Intern Jun. 2022 - Sep. 2022

Thumbtack | Los Angeles, CA

- Under the Marketing Tech team, I drove the creation of a tool to empower our engagement marketing and customer support teams for planned incentives experiences. I accomplished this by designing and implementing a GraphQL API to hit our internal Go service and serve to my Next.js frontend.

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

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

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

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