

Dan Lee

Computer Science @ UCLA | 2023 Graduation

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EDUCATION

University of California, Los Angeles — *Computer Science*

Sep 2019 - Jun 2023

GPA: 3.50

Data Structures & Algorithms, Operating Systems, Programming Languages, Computer Architecture, Linear Algebra, Discrete Math

PERSONAL PROJECTS

SinnohDex

Jun 2021

Pokedex 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.

Pathfinder

Jun 2020

Search algorithm visualizer built in Javascript, p5.js. Independently researched and formed an understanding of frontend technologies. Leveraged fundamentals and available resources to quickly deliver first frontend project.

EXPERIENCE

Galileo Learning, Tech Interactive — *Summer Intern*

Jun 2018 - Aug 2018

Aligned with leadership staff to administer in all areas needed on a day-to-day basis (i.e. addressing parents' concerns in a professional manner, managing attendance, inventorying supplies for classrooms).

SKILLS

Python, C++

Javascript, HTML/CSS.

Bash, Git/Github

React.js, asyncio, Node.js

COURSE PROJECTS

Konagion, a 2D-style game using C++ and OpenGL. Leveraged inheritance, polymorphism, STL, and object-oriented programming to develop modular and reusable code.

Proxy Herd, an 'application server herd' architecture prototype that establishes TCP connections and logs clients' GPS data using Python, asyncio, Google Places API

GooberEat, a turn-by-turn navigation system that supports multiple pit stops. Implemented a house-made hash map that supports adjustable load factors. Built in C++, using OpenStreetMaps Data.

