

# 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

### LA Blueprint, UCLA— *Software Developer*

Oct 2021 - Present

Leverage software engineering skills in collaboration with local nonprofits to deliver products centered around social good to underserved communities.

## SKILLS

Python, C++

Javascript, HTML/CSS.

Bash, Git/Github

React.js, asyncio, Node.js

## COURSE PROJECTS

**Kontagion**, 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.

