

Darren Lee

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EDUCATION

University of California, Berkeley

Aug 2016 – 2019 (expected)

GPA: 4.0 (tech.), 3.9 (cum.)

- Electrical Engineering and Computer Science (EECS), B.S.
- Awarded Regents and Chancellor's Scholarship (top 1.5% of class)
- Member of HKN (EECS Honor Society) (top 3rd of Junior standing EECS students)
- Courses: [current] Efficient Algorithms/Intractable Problems, Machine Learning, Computer Architecture
[completed] Data Structures, SICP, Discrete Math/Probability, Des Info Devices & Sys, Lin Alg/Diff Eqs

Languages/Skills Java, Javascript, HTML/CSS, Python, C++, SQL, git

WORK/INTERNSHIP EXPERIENCE

Yahoo! Inc., Software Engineering Intern

May 2017 – Jul 2017

- Redesigned and rebuilt a developer-facing search website for yahoo-internal and external npm modules from scratch using Node.js with Express and Handlebars as a full stack framework
- Used Vespa (yahoo's internal search engine) with YQL for querying searches intelligently; implemented caching of package metadata; built project using screwdriver.cd; wrote unit tests to verify code correctness

BMC Software, Software Development Intern

Dec 2016 – Jan 2017

- Built and integrated a timeline widget for BMC Innovation Studio using AngularJS
- Applied skills in software development lifecycle and product management, including Agile Methodology

De Anza College, CompTechS Intern

Apr 2016 – Jun 2016

- Refurbished old computers to provide to low income De Anza College students
- Provided technical support by diagnosing both hardware and software problems for other students

Microsemi Corporation, Finance Intern (part-time)

Mar 2014 – Aug 2016

- Utilized data management skills for data entry and streamlined process for emailing invoices to clients

ORGANIZATIONS/AWARDS

Cal Launchpad, Project Developer

Jan 2017 – May 2017

- Worked with the Amazon AI Team to build deep learning models in MXNet for real-time food classification
- Implemented computer vision algorithms for real-time hand tracking using OpenCV in Python

Stanford ProCo Programming Competition

May 2016

- Won 2nd place (out of 40+ teams) in Special Round for developing the best algorithms for a platform game

PROJECTS

Urban Dictionary Chrome Extension

Jan 2017

- Built and released an elegant chrome extension that allows users to easily view Urban Dictionary definitions while browsing the web (2000+ users, chrome web store: <https://goo.gl/NO7o57>)
- Used JavaScript and jQuery for popup and context-menu functionality, and YQL for web scraping

Scheme Interpreter

Nov 2016

- Created a basic Scheme interpreter in Python that uses “read-eval-print-loop” to parse and evaluate Scheme expressions and uses tail recursion to optimize for recursive procedures
- Used Scheme to create randomly generated recursive art that won 2nd place (out of 32 entries) in CS61A's Scheme Recursive Art Contest

Admoneo: Location-based Reminders (Android app)

Nov 2016

- Worked in a team of 5 to create a location-based reminder app for Android that uses Google Maps API to send a push notification whenever the user is near a location on his to-do list; created for CalHacks 3.0

Handwritten Digit Recognizer

Jul 2016

- Developed an algorithm to recognize handwritten digits using machine learning principles (neural networks, logistic regression) with Octave while self-studying Stanford's machine learning online course