

# Darren Lee

10610 Tuggle Place, Cupertino, CA 95014 • darrenlee@berkeley.edu • (408) 550-5349

Website: darrenlee.me • Github: /darrenlee1 • Linkedin: /in/darrenlee2

## EDUCATION

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### University of California, Berkeley

Aug 2016 – 2019 (expected)

- Electrical Engineering and Computer Science (EECS), B.S. GPA: 4.0 (tech.), 3.83 (cum.)
- Awarded Regents and Chancellor's Scholarship (top 2% of class)
- Relevant Coursework: Data Structures (CS 61B), Discrete Math & Probability Theory (CS 70), Structure & Interpretation of Computer Programs (CS 61A), Designing Information Devices & Systems (EE 16A/16B), Linear Algebra & Differential Equations (MATH 54)

**Languages/Skills** Python, Java, C++, SQL, HTML/CSS, JavaScript/jQuery

## WORK/INTERNSHIP EXPERIENCE

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### 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
- Earned recommendation from supervisor for problem solving skills and attention to detail

## AWARDS/COMPETITIONS

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### Stanford ProCo Programming Competition

May 2016

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

### Virtual Business Management Challenge (VBC)

Oct 2014 – Jul 2015

- Won \$400 in cash prizes, 1<sup>st</sup> place in California (out of 39 teams), and 2<sup>nd</sup> place Nationally (out of 516 teams) for maximizing profit by redesigning and optimizing the production floor for a simulated factory

### The Tech Challenge

Oct 2013 – Apr 2014

- Led my team of 6 to win 3<sup>rd</sup> place in Engineering and Design Process (out of 500+ teams)
- Designed, built, and showcased an innovative wind-powered water screw for clean-energy uphill water transport

## PROJECTS

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### Urban Dictionary Chrome Extension

Jan 2017

- Built and released an elegant chrome extension that allows users to easily view Urban Dictionary definitions as they browse the web (link to chrome web store listing: <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 2<sup>nd</sup> 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

### Colorbox iPhone Game

Jul 2015

- Designed and created an original iPhone game called ColorBox from scratch using Swift and SpriteKit