Darren Lee

10610 Tuggle Place, Cupertino, CA 95014 • darrenlee@berkeley.edu • (408) 550-5349
linkedin.com/in/darrenlee2 • tinyurl.com/darrenleewebsite

EDUCATION

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

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

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

Virtual Business Management Challenge (VBC) *Oct 2014 – Jul 2015*

- Won $400 in cash prizes, 1st place in California (out of 39 teams), and 2nd 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 3rd 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

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; the interpreter 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

Colorbox iPhone Game *Jul 2015*

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