

# DAVID LEE

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## EDUCATION

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### University of California, Berkeley

Aug 2020 - May 2023

*Regents and Chancellor's Scholar - Merit-based scholarship for the top 2% of undergraduates at UC Berkeley*

B.S. in Electrical Engineering & Computer Science (EECS)

Relevant Coursework: The Structure and Interpretation of Computer Programs, Designing Information Devices and Systems I & II, Data Structures, Great Ideas of Computer Architecture, Machine Structures, User Interface Design and Development, Efficient Algorithms and Intractable Problems, Computer Security, Introduction to the Internet, Introduction to Database Systems

## EXPERIENCE

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### Apex Academy | Instructor, Counselor

Brea, CA | Jan 2021 - May 2023

- Taught and developed curriculum for concepts such as polymorphism, inheritance, recursion
- Assisted troubled students in succeeding academically through consulting and motivational lectures

### OPENEDGES Technology Inc. | Software Engineering Intern

Remote | June 2022 - Aug 2022

- Developed VSCode extension to accommodate OAD file types using TypeScript and JSON files
- Coded features including syntax highlighting, folding, snippets, code completion proposals, and symbol renaming

### Data Structures (CS61B) | Academic Intern

Berkeley, CA | Aug 2021 - May 2022

- Prepared for assigned projects and labs for the course so as to aid students during designated sections
- Taught core Data Structures concepts including DFS, BFS, Maps, Graphs, and Tries alongside TAs

### UCI MineBike | Software Engineering Intern

Irvine, CA | Apr 2020 - Aug 2020

- Added a new game mode called TRONQuest to MineBike, an interactive fitness machine that incorporates the game Minecraft
- Coded TRONQuest in Java using Minecraft Forge and Noppes NPC APIs, as well as the time library to manipulate internal clocks
- Implemented AI programs that allow NPCs to interact with users' heart rates and motions that control their character in the game

### Tae Coding | Teaching Intern

Irvine, CA | May 2018 - Dec 2019

- Taught high school students complex concepts such as backtracking, shortest-path algorithms, spanning trees, and graph traversal
- Instructed troubled students individually and walked them through coding competition problems step by step

### CSUF Internet of Things | Research Intern

Fullerton, CA | June 2019 - Aug 2019

- Implemented Arduino, ESP8266 WiFi Module, and various components to build and test prototype for smart backpack
- Created application and web page to update readings from Peltier plates and force sensitive resistors in real-time

## PROJECTS

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### Personal Dated Database Development | Consultant, Developer

Placentia, CA | Apr 2019 - Jan 2020

- Acted as primary liaison for client over a series of emails throughout several months to discuss details regarding expectations and goals
- Developed a database application in Java with a functional calendar and journal that stores and loads information in local text files
- Designed interactive and intuitive GUI using Eclipse WindowBuilder that can be exported through executable jar files

## HONORS AND AWARDS

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| • W3Cx Certificate for HTML5 and CSS Fundamentals | 2021 |
| • USACO Silver Division (USA Computing Olympiad)  | 2020 |
| • Korea Virtual Live Shooting Drill System Patent | 2019 |

## SKILLS

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**Programming Languages:** Java, Python, C++, JavaScript, HTML5, CSS, Assembly, TypeScript, YAML, SQL

**Tools:** Git & Github, Bash

**Others:** Adobe (Photoshop, Illustrator, InDesign), Prototyping, Wireframing