

# Derek H. Lee

---

Sunnyvale, CA ▪ (408) 314-9798 ▪ dereklee1124@gmail.com

## Education

**California Polytechnic State University, San Luis Obispo** Aug 2022 - Jun 2025

- 2025 B.S. Computer Science, GPA: 3.9
- Coursework: Data Structures, Algorithms, Computer Systems, Artificial Intelligence, Deep Learning, Databases, Theory of Computation, Data Security, Privacy, Computer Organization, Operating Systems, Networked Computing, Distributed Computing

## Programming Skills

Java, Python, C, React, Javascript, Typescript, Kotlin, CI/CD, AWS Resources

## Technical Work Experience

[Amazon Kindle Direct Publishing](#) - *Software Developer* Jul 2025 - Present

- Enhanced and maintained the KDP E-book publishing interface used by millions of authors worldwide.
- Owned and optimized backend services supporting E-book data processing and metadata management, improving system throughput and reliability.
- Designed and deployed several high-impact author-facing features, aligning with leadership goals to increase publishing efficiency and user satisfaction.
- Collaborated across cross-functional teams to modernize legacy workflows, ensuring full compatibility with AWS-native solutions and CI/CD deployment pipelines.

[Amazon Kindle Direct Publishing](#) - *Jr. Software Developer* Sep 2023 - Jun 2025

- Worked part-time during the academic year and full-time in summers on core publishing platform systems.
- Modernized a multi-step conversion workflow by migrating it to AWS Step Functions, Lambda, DynamoDB, and SNS, significantly improving scalability and maintainability.
- Designed and developed an automated metadata extraction pipeline to pre-populate draft titles, streamlining the author onboarding process.
- Developed 20+ system integration test packages, identifying edge-case failures early in the development cycle and increasing release confidence.

**Sunnyvale Wrestling Club** - *Software Developer* May 2021- Oct 2021

- Built a fully automated web solution for managing and scoring live wrestling tournaments.
- Directed three real-time tournaments with 300+ participants across Cupertino Union School District middle schools.
- Tools: Python, HTML/CSS, Google Apps Script, Google APIs

## Projects

[Cal Poly Maps](#) - *Web Application* Jan 2025 - Jun 2025

- Developed an interactive campus map to help students find the fastest routes between classes.
- Implemented real-time location tracking and route optimization.
- Added intelligent search, building popups, and detailed building information.
- Tools: Next.js, React, TypeScript, Mapbox