Dongho Lee
Software Engineer

The Sharpest *and* Most Versatile Programmer in the Shed

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SKILLS

Data Structures

Algorithms

Unreal   Unity

AR   Visual Studio

Machine Learning

Jira

Azure DevOps   C#

C/C++   Python

Java   Node.js

LANGUAGES

English
Native or Bilingual Proficiency

Korean
Native or Bilingual Proficiency

Japanese
Limited Working Proficiency

WORK EXPERIENCE

Backend Software Developer
Twin Leaf Entertainment

06/2023 - 08/2023

https://twinleafentertainment.com/

Achievements/Tasks

- Participated in the development of "CabinetWeb", a web app designed to integrate physical document management into the cloud environment
- Built using Google Cloud Platform with Firebase, providing a secure and robust system to aid businesses globally

EDUCATION

Bachelor of Science in Computer Science
DigiPen Institute of Technology

08/2020 - 04/2024   *Cumulative GPA: 3.91*

PROJECTS

Pipmo AR (01/2024 - 04/2024)
- AR pet simulation project developed in Unity/C#
- Experimented with image tracking, plane tracking, and occlusion technology
- Improved user experience by optimizing for a wide range of hardware specs

The Drawer War (08/2023 - 12/2023)
- Familiarized myself with Unity's ECS capabilities
- Applied separating axis theorem + edge collision along with Baumgarte stabilization and sequential impulse for extra stability
- Created a physics engine capable of various configurations such as the Newton's cradle, towers and pyramids

InfeStation (08/2022 - 04/2023)
- Horror FPS game project developed with Unreal Engine/C++
- Headed the tech team and facilitated interdisciplinary communication between design, audio, and tech
- Streamlined the workflow using Microsoft Azure DevOps with Git

Detecting Alzheimer's Disease via Convolutional Neural Network (08/2021 - 04/2022)
- Machine learning project developed with Python
- Built Convolutional Neural Network (CNN) using Tensorflow
- Achieved 97.2% sensitivity using an ensemble of VGG19, CNN, and ResNet50