# **Dongho Lee**

Software Engineer

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dongho919.github.io

#### Skills

General Domains	Programming Languages	Tools/Platforms	Source Control/ Issue Tracking	Languages
<ul> <li>Web Development</li> </ul>	• C/C++	<ul> <li>Visual Studio</li> </ul>	• Jira	<ul><li>English</li></ul>
<ul> <li>Cloud Computing</li> </ul>	• C#	<ul> <li>CUDA Toolkit</li> </ul>	<ul> <li>Azure DevOps</li> </ul>	<ul> <li>Korean</li> </ul>
<ul> <li>Machine Learning</li> </ul>	<ul><li>Python</li></ul>	<ul> <li>Jupyter Notebook</li> </ul>	• Git	<ul> <li>Japanese</li> </ul>

- Low-level Optimization
- Java JavaScript
- Unreal and Unity Google Cloud Platform
- Firebase
- Japanese SVN

# **Professional Experience**

#### **Backend Software Developer**

Twin Leaf Entertainment

- Developed "CabinetWeb", a web app for tracking physical documents in cloud environment.
- Implemented RESTful API in Node.js for robustness and security.
- Incorporated Google Cloud Platform + Firebase into the product for user and document management.

# **Academic Projects**

### Pipmo AR – 4-Person Team

01/2024 - 04/2024

06/2023 - 08/2023

**UI/Interaction Programmer** 

- Explored Unity AR Foundation's capabilities on Android including image tracking, plane tracking, and occlusion.
- Developed real-time image tracking with velocity detection for immersive gameplay experience.

#### The Drawer War - 2-Person Team

08/2023 - 12/2023

Physics Engine Programmer

- Gained comprehensive understanding of Unity ECS Framework/data-oriented programming in C#.
- Tested separating axis theorem + edge collision + Baumgarte stabilization to improve stability of pyramid/Newton's cradle structures.

#### Concurrent BST - Solo

04/2023

Multithreading/Data Structure Programmer

- Developed a lock-based concurrent binary search tree in C++ on Linux/Makefile.
- Streamlined the debugging process with unit tests for correctness and memory leaks.
- Implemented hand-over-hand technique to boost performance 4-fold compared to its single-threaded counterpart.

# Detecting Alzheimer's Disease – 3-person team

08/2021 - 04/2022

Machine Learning Engineer

- Built convolutional neural network using Python with Tensorflow in Jupyter Notebook.
- Adopted cuDNN technology to speed training up 13-fold.
- Achieved 97.2% sensitivity in Alzheimer's detection from MRI using an ensemble of VGG19, CNN, and ResNet50.

### **Education**

# DigiPen Institute of Technology (Redmond)

Graduated 2024

Bachelor of Science in Computer Science

GPA: 3.92