

# David Lee

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## EDUCATION

University of California, Davis  
*B.S. in Computer Science*

September 2022 - June 2026

## Experience

### Roulettech Inc. - Software Developer Intern (Remote)

June 2025 - Present

Tech Stack: JavaScript, CSS, [Next.js/React](#), Python, Pygame, Jira

- Translating Figma designs into responsive pages for KangCode webpage, closely collaborating with UI/UX designer
- Implemented internationalization using `react-i18next` and dynamic route-based locale handling to support multilingual users
- Diagnosed and fixed image loading delay by reconfiguring [Next.js](#) and AWS Amplify headers, reducing load time from ~5s to ~250ms
- Developing & implementing UI components for KangaCode, an AI education game platform, utilizing Python/Pygame

### Journally - Co-Founding Technical Intern (Remote)

October 2024 - May 2025

Tech Stack: JavaScript, CSS, Next.js, Firebase, PostgreSQL

- Collaborated in cross-functional team of Co-Founders/CEOs and intern colleagues to build the MVP
- Translated Figma designs into responsive pages collaborating with design lead to ensure visual accuracy
- Pivoted code-base from single-page-utility format to a full-fledged and scalable application
- Built 10+ modular UI components and responsive pages to enhance early user onboarding
- Improved load performance by 35% through optimization of Firebase queries and Next.js routing

### #Include (Web Design and Dev Club)

November 2023 - March 2024

Tech Stack: HTML, JavaScript/JSS, SCSS, Next.js

- Collaborated with Tech & Design Cohort members to develop a website for [Best Buddies-UC Davis Chapter](#)
- Implemented 'New Members' page - images, registration cards, hyperlinks, embedded YouTube videos
- Addressed and solved layout challenges for full mobile responsiveness
- Increased user session time by 2x post-launch through interactive and accessible page design

### CS Curriculum Assistant (Anne Arundel County Public Schools)

Tech Stack: Java

August 2023

- Partnered with CS teachers to improve and expand AP Computer Science A curriculum
- Refactored and documented 30+ Java assignments, improving readability and alignment with College Board standards
- Created structured year-long pacing and assignment guides for ease of use by new teachers

## Projects

### [Personal Website Portfolio](#)

Tech Stack: Next.js, CSS, Vercel, Figma

- Translated Figma designs into accessible and reusable Next.js components for a responsive single-page site
- Built interactive UX (sticky nav, smooth scrolling, typing intro), optimized for various device sizes
- Leveraged open-source icons/components and custom CSS for a clean, consistent UI
- Deployed via Vercel

### [Dungeon Adventure Game](#)

Tech Stack: GDScript, Godot Game Engine

- 2D bullet hell platformer game implemented in GDScript and deployed via Godot game engine
- Completed in 3 months under the mentorship of a game dev professional
- Researched and integrated open-source sprites, artwork, and SFX
- Incorporated 15+ gameplay elements based on feedback from test users

### Canvas

Tech Stack: C

- Terminal-based dynamic canvas printer and manipulator
- Developed using C pointers to optimize memory management
- Validated user input for safe canvas resizing and command execution

## SKILLS & Languages

Languages | English (native) Korean (fluent)

Programming Languages | JavaScript, Python, HTML, CSS, SCSS, Java, GDScript, C, C++