

Derrick Lee

CONTACT INFORMATION	Cupertino, CA dlee3@scu.edu — 408-823-7288 — github.com/drkleee3 — linkedin.com/in/drkleee — drkleee.me
EDUCATION	B.S., Computer Science (Math) Santa Clara University June 2020 (expected) Relevant Coursework: <ul style="list-style-type: none">- Object Oriented Programming (C++)- Data Structures (C++)- Operating Systems (C/Rust)- Theory of Automata and Formal Languages (in progress)
RELEVANT SKILLS	Languages Rust, C/C++, JavaScript, TypeScript, Python, HTML5, CSS, ARM Assembly, SQL, Bash Related Technologies Git, Node.js, GraphQL, PostgreSQL, React, Koa, Apollo, Express, Next.js, Vue.js
PROJECTS	sushii-bot December 2017 – Present <ul style="list-style-type: none">- Chat bot with a ranking system, activity tracker, moderation tools and more with over 50,000 total users.- Written in Rust with a PostgreSQL database, diesel-rs, and connection pooling with r2d2-diesel.- Paired a website with user leaderboards and statistics made with Next.js, React, Koa, Apollo server and client for GraphQL endpoints, and Join Monster for batch data fetching. Operating System Simulations April 2018 – June 2018 <ul style="list-style-type: none">- Runs sequential and random disk reads with C, determines time differences and possible causes based on both physical and OS aspects.- Multi threaded simulation written in Rust of different memory page replacement algorithms with given page requests and a range of memory sizes. Data visualized with plots made in R.- Benchmarks in Rust to determine the overhead of synchronization primitives (Mutex) and lock contention. vlive-rs April 2018 – May 2018 <ul style="list-style-type: none">- Rust library for livestreaming platform VLive's API to fetch channel and video data.- Implemented on the Hyper client with Futures and Reqwest for a synchronous API.