## Derrick Lee

# CONTACT Information

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### EDUCATION

# B.S., Computer Science Santa Clara University

June 2020 (expected)

Relevant Coursework:

- Object Oriented Programming (C++) Computer Networks (C)
- Data Structures (C++) Database Systems (Oracle SQL/PHP)
- Operating Systems (C/Rust) Theory of Algorithms
- Theory of Automata and Formal Languages Cryptography (in progress)

#### EXPERIENCE

#### Open Source Developer

January 2018 - Present

- Fixed incomplete features, improved and clarified code examples and documentation for serenity, a Rust library for interacting with the chat and VoIP platform Discord's API.
- Implemented bug fixes and security fixes to open source Node.js chat bot LuckyBot.

### RELEVANT SKILLS

#### Languages

- Rust, C, C++, JavaScript, TypeScript, Python, HTML5, CSS, PHP, SQL, Bash

### Related Technologies

- Git, Node.js, GraphQL, PostgreSQL, React, Koa, Apollo, Express, Next.js, Vue.js

## Projects

# sushii-bot (14,000+ lines of code)

December 2017 - Present

- Chat bot for Discord with a ranking system, activity tracker, moderation tools and more with over 64,000 total users.
- Written in **Rust** with a **PostgreSQL** database, **diesel-rs**, and connection pooling with **r2d2-diesel**.
- Uses a **TypeScript** web server with **Koa** and **Puppeteer** to generate images from HTML.
- Paired a website with user leaderboards and statistics made with Node.js, Next.js, React, Koa, Apollo server and client for GraphQL endpoints, and Join Monster for batch data fetching.

#### Operating System Simulations (5,000+ lines of code)

April 2018 – June 2018

- Runs sequential and random disk reads with **C**, determines time differences and possible causes based on both physical and OS aspects. Programs and set up executed with **Bash** scripts.
- 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** (1,000+ lines of code)

April 2018 – May 2018

- Rust library for livestreaming platform VLive's API to fetch channel and video data.
- Implemented on the asynchronous **Hyper** client with Futures as well as **Request** for a synchronous API.

mp3-fft July 2017

- Web application that takes mp3 files and recommends 100+ headphones based on price, form factor, and music sound signature (bass-heavy, neutral, mid-forward, v-shaped).
- Uses the Fourier Transform and Welch's method to classify sound signature.
- Written in **Python** with a **Flask** microframework back-end along with **Vue.js** for front-end.