

David Lee

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EDUCATION

University of California, Los Angeles - B.S. in Computer Science September 2021 – June 2025
Cumulative GPA: 3.63/4.00 *Los Angeles, CA*

Relevant Coursework: Data Structures & Algorithms, Programming Language Analysis, Software Development, Graphics, Computer Architecture, Operating Systems, Computing Theory, Computer Networks, Digital Design, Technology Ethics Research, Discrete Structures, Linear Algebra, Probability & Statistics, Data Science Fundamentals

SKILLS

Languages: JavaScript, Python, C++, Typescript, C, Java, Swift, HTML/CSS, SQL, Haskell, PHP, Matlab

Tools & Frameworks: Node.js, Git, Docker, React.js, Next.js, SwiftUI, MySQL, MongoDB, Vite, JUCE, Express.js, Pixi.js, Matter.js, Postman API, TailwindCSS, Bootstrap, MUI, Pandas, Numpy, WordPress, Figma, Blender, Photoshop

EXPERIENCE

Outlier June 2024 – Present
AI Quality Assurance Engineer *San Francisco, CA (Contract)*

- Train and test large language coding models' API usage and **Swift** coding capabilities by evaluating AI-generated logic to user-submitted prompts.
- Assessed and revised 50+ evaluations submitted by junior QA Engineers.

Tech For Good (TFG) July 2024 – August 2024
Software Engineer Intern & Project Lead *Boston, MA (Remote)*

- Implemented **Typescript** core logic, styling option packages, and **TSX** wrappers for 11+ interactive layer components used to build educational physics simulations.
- Implemented state manager to handle the storage and management of all application and scene element states across the rendering and interactive layers.
- Designed and developed a simulation-building application interface using **React**, **Vite**, and **TailwindCSS** with dropdown menus, a rendering canvas, and 2 pre-built simulation building templates.
- Organized team meetings, repository conventions, and sprint planning as the Project Interactivity Team Lead.

DAW  December 2021 – December 2023
Founder and President *Los Angeles, CA*


- Founded, promoted, and led UCLA's largest electronic music organization, which was featured in the **Washington Post** and is endorsed by the **UCLA Department of Art and Herb Alpert School of Music**.
- Produced **HTML** and **CSS** code for embedded audio player, dynamic cursor animation, and webpage formatting.

Travel Oasis  August 2023 – October 2023
Web Development Intern *Chino Hills, CA (Remote)*

- Developed and optimized informational and bookings website in **WordPress** using **HTML** and **CSS**.
- Increased monthly new user traffic by up to 164% by interfacing and implementing management of a **MySQL** database to introduce an optimized booking functionality to the website.
- Designed 4+ UI mockups and 10+ customizable icon elements in **Figma** and **Adobe Photoshop**.

PROJECTS

more projects 

Newton's Cradle  | *Typescript, React.js, CSS, Matter.js* July 2024 – August 2024

- Developed a dynamic Newton's Cradle simulation with realistic physics animations and user interactivity.
- Developed interface in **React** with integrated **Matter.js** physics engine and rendering canvas.
- Implemented mouse interactivity and state management for 4 dynamic physics attributes using **Typescript**.

Takeoff  | *Javascript* May 2024 – June 2024

- Developed an interactive helicopter game with physics-based animations, user controls, collision detection, explosion graphics, and sound effects in **JavaScript**.
- Modeled a complex helicopter in **Blender** and implemented rotor animations, texture mapping and lighting properties in **JavaScript**.

CoPro AI | *Figma, Photoshop* December 2023 – January 2024

- Designed wireframe and 3+ UI mockups in **Figma** for generative AI music app in development by GRAMMY-nominated producer John Conte Jr.