

# ERICA LEE

Engineering: Computing  
ericasaywhat.github.io

## Skills

Android/XML

Java

Git

Python

MatLab

HTML/CSS

OCaml

Chinese

Japanese

Find me online:



@ericasaywhat

## Contact Me

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## Education

### Olin College of Engineering

Candidate for Bachelor of Science in Engineering: Computing

Recipient of 4-year Olin Merit Scholarship

May 2019

GPA: 3.85

## Experience

### Linearity Teaching Assistant

Spring 2017

- Held office hours and provided supplemental teaching to assist students with assignments and to reinforce learning concepts presented by professors.
- Covers the fundamentals of linear algebra and differential equations

### Huang Microbiology Lab - Research Assistant

Summer 2016

- Designed experiments studying the collective motion in E. Coli and analyzed results. Wrote a Python program to locate nitrogenase genes when given DNA snippets

### Mobile Prototyping (Android Java, XML)

Fall 2016

#### Beakon

- Social media platform
- In light of recent political unrest this team project explored the idea of an app that informs people of ways that they can make a change
- Users can join, create, and complete movements, which are calls to action.
- App uses Firebase and Facebook authentication to store each user's movements and status of movements

#### To Do List

- Practical app to explore Shared Preferences and SQLite in Android apps
- To-do list app to store tasks and their completion status
- Users can customize background colour and have their preferences saved

#### Restaurant App

- Wanted to explore SQLite for two different types of users
- Cooks can set and update menu items as well as ingredients, while customers order items and their quantity and leave notes for allergies etc.

#### Location Scrapbook

- Wanted to explore one hardware API and one web API
- App uses Google's Location API and Maps API and Android GPS in order for the user to use current location or search for a location and place a marker with a description.
- Focused on user interface and interaction

### Software Design (Python)

Spring 2016

#### DodgyGame

- Wanted to make a game that uses facial recognition
- Partner and I explored Pygame and OpenCV in which the user's face is tracked and used to control the character who is to dodge ostriches falling on screen.

#### Nearest MBTA

- Wanted to explore Geocoding and web APIs
- Find the MBTA stops closest to a given location and prints the closest MBTA stop and the distance from the given place to that stop.
- Uses Google Maps API and realtime MBTA API

#### Shakespeare's Markov

- To explore text mining and analysis
- program encodes data from URL that is inputted and filters out just Shakespeare's sonnets and generates a histogram for word frequency
- Uses Markov analysis to generate sonnets (with the correct syllable count) with heavier weights on Shakespeare's more favoured words.