Ethan **Lee**

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Education

Northwestern University – McCormick School of Engineering   *Evanston, IL*

B.S./M.S. in Computer Science – GPA: 3.78   *Sep. 2016 - Exp. Jun. 2020*

Upper Level Coursework: Data Structures and Algorithms, Design Thinking and Communication, Game Design and Development, Introduction to AI, Introduction to ML, Software Construction

Experience

Chicago Mercantile Exchange Group   *Chicago, IL*

Software Engineering Intern   *Jun. 2018 - Aug. 2018*

- Designed and implemented an exception handler for process automation robots to alert robot owners and track exception trends
- Spearheaded incorporation of a "robotic work force" using Robot Process Automation tools like Blue Prism to automate mechanical workflows
- Built a bot that automates a daily data retrieval and distribution process saving dozens of employee hours a month

ISO Athletic   *Chicago, IL*

Software Engineer   *May 2018 - Present*

- Building application to track basketball statistics in a more efficient manner and report analytics on optimal lineups and player development
- Implementing frontend web application to track statistics in Vue.js and managing state with Vuex
- Constructing REST API in Node.js storing data in a PostgreSQL database

Care Package, LLC   *Evanston, IL*

CTO   *Dec. 2016 - Present*

- Cofounded a snack delivery company with the promise of immediate delivery right to the student's door
- Executed an effective marketing/distribution strategy, generating over $2000 in revenue
- Developing app to track orders and allow customers to purchase our product

Oracle   *Chicago, IL*

Software Engineering Intern   *Jun. 2017 - Sep. 2017*

- Developed Push Notification and Real Time Messaging Packages for Textura product using Websockets in Python
- Created REST API using Flask to send/receive notification information storing data in a PostgreSQL database
- Designed a user interface for Customer Service to interact with and aid product users via real time messaging

Promazo   *Chicago, IL*

Consultant   *Nov. 2017 - Mar. 2018*

- Conducted dozens of interviews with Business Unit leaders to fully understand their workflow
- Compiled data interaction wants/needs of every business unit and how each unit communicates with one another
- Presented our findings to upper management shedding light on the company's complete internal data interaction for the first time

Projects

Airline Price Predictor   *Python*

Predicts flight ticket prices based on airport information   *2018*

- Scraped airline ticket prices, then ran a linear regression model achieving a 65% RSE

Tsuro   *C#*

Implementation of Tsuro board game   *2018*

- Built networked game and bot allowing a player to play the board game Tsuro with others

Veggie Warehouse   *C# - Unity*

Warehouse Management Simulation Game   *2018*

- Player assumes the role of a warehouse manager and has to balance fulfilling orders, inventory, and purchasing capital

Squatters   *Python*

Script that automatically reserves a library room at NU   *2017*

- Used BeautifulSoup and Selenium to scrape and automate library reservation process for study rooms at Northwestern University

Skills

Languages: Python (Proficient), C# (Proficient), JavaScript (Proficient), C++ (Familiar), Golang (Experimenting), Java (Experimenting)
Frameworks: React, Vue, PostgreSQL, Flask, SQLAlchemy