

Matthew Lee

American-Canadian studying CS @ WWU
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Education:

Currently at Western Washington University in Bellingham.

Graduation Date (expected): Fall 2020

GPA: 3.52

Skills:

Familiar Languages with significant time spent developing with them: Java, C#, C

Some Experience in: Powershell, C++, SQL, CUDA, OpenCL

Productivity and Tools:

WPF, AWS, Maven, Linux, GDB, VM Virtualbox, Git

Areas of Interest

Concepts:

- Software architecture
- parallel programming
- algorithm optimization
- UX
- GPGPU
- big data

Notable Personal Projects:

[GW2 Unofficial Add-On Manager](#)

Wrote a desktop application with over 1000 downloads for Guild Wars 2 that improves player experience by condensing installation, configuration, and updates for popular add-ons into a single user-friendly menu. Created a self-updater to seamlessly install new versions of the application, performed bug fixes based on user feedback, collaborated with other developers in the game's community, and implemented features and functionality suggested by users.

[Classfindr](#)

Designed and wrote a multithreaded web scraper and upload application to obtain class data from my university for the last 16 years by parsing responses from a web API in place for a legacy tool and uploading the results to a personal NoSQL AWS DynamoDB database or saving them to an embedded SQL database using the H2 DB engine.

[Financial API Utility – University Hackathon](#)

Wrote a console-based application that uses a restful API to display data a user desires directly on the console. Learned how to parse JSON files using the org.json and Gson libraries over the course of the 24-hour competition and gained collaborative development experience.