Grace Lee

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EDUCATION

Brown University — A.B. Computer Science, GPA: 3.95 (Providence, RI)

September 2019 – May 2023

Relevant coursework includes Deep Learning, Computer Vision, Blockchains and Cryptocurrency (current); Software Engineering, Computer Systems, Data Structures and Algorithms, Functional Programming, Calculus/Multivariable Calculus, Statistical Inference, Linear Algebra, Discrete Structures and Probability (completed)

EXPERIENCE

Brown University — Teaching Assistant: CS200, CS18, CS111 (Providence, RI)

August 2020 - May 2022

- Launched a new data structures class and worked in a staff of 60 to identify, preempt, and ease student pain points.
- Designed and coded a course website in Jekyll visited daily by over 500 students and teaching assistants.
- Revised a homework assignment to incorporate data ethics and helped debut two projects on graph algorithms.
- Guided students through class material by holding TA hours, conducting lab sections, and leading review sessions.

Fidelity Investments — *Software Engineer Intern (Remote)*

June 2021 – August 2021

- Improved ease-of-use for an internal **Angular/GoJS** diagramming app: created wireframes, restructured the UI, and adjusted the way diagram components are added by incorporating new functionalities such as drag and drop.
- Ideated how to design and implement a graph visualization tool and integrate it into the diagramming app.
- Updated documentation of a REST API written in Go via Swagger/Swagger UI and participated in Agile/Scrum sprints.

Brown Initiative for Policy (BIP) — Project Co-Head, Water Quality (Providence, RI)

September 2019 – June 2021

- Coordinated the creation of a lead-poisoning prevention website, prototyped in Figma and styled with CSS/Javascript.
- Directed and co-authored a case study probing logistics of 4 successful lead service line replacement efforts in the US.
- Presented strategies to execute and fund lead pipe replacement to the board of the largest water utility in Rhode Island.

PROJECTS

Google Maps Clone — Java, React.js, SQLite3, HTML/CSS, Spark

February 2021 – April 2021

- Crafted an application with **React.js** that could render a map based on a **SQLite3** database, re-render on zoom or pan, and show the shortest path between 2 input coordinates after running the K-Nearest Neighbors and A* algorithms.
- Implemented front-end and back-end caching with Javascript and Guava Cache, minimizing drawing/querying time.
- Maintained a hierarchy of 30+ extensible classes and constructed 150+ JUnit and system tests.

Fuud — Java, React.js, MongoDB, HTML/CSS, Spark

March 2021 – April 2021

- Built the UI for a food-based, Instagram-like web app with React.js users can follow/unfollow others, make posts with
 media, edit profile information, pin and search for restaurants, and get restaurant suggestions via a user-user algorithm.
- Connected frontend to backend for 11 pages by retrieving data from MongoDB with API calls via Axios/Spark.

GetUsPPE Automation Scripts — Python, Pandas, NumPy, BeautifulSoup4

June 2020 – August 2020

- Automated emails connecting healthcare workers to mask/glove donors and reduced 6 hours of work to 20 seconds.
- Developed a web scraper to extract homeless shelter contact info from 10,000 URLs, slashing 90% of manual data entry.

ACTIVITIES

Driving Tomorrow — Communications Director (Denton, TX)

May 2018 - January 2019

- Spearheaded 8 donation drives, collecting and donating 25,000 items toward poverty reduction and disaster relief.
- Initiated a project which built mini-libraries of 300+ books for 3 community organizations serving low-income families.
- Supervised and mentored an 8-member junior board as part of a 4-member executive board.

SKILLS AND INTERESTS

- Programming Languages: Python, Java, HTML5/CSS3, Javascript, Typescript, Scala, C, ReasonML, Go
- Technologies: Figma, React.js, NumPy, Tensorflow, Angular, SQL, Spark, Pandas, Git
- Interests: Software engineering, computer vision, design; yoga, hiking (slowly), consuming caffeinated beverages