Andy Lee

929-326-3701 | Andylee976@gmail.com | github.com/gobbu | linkedin.com/in/andy-lee-889545208

EDUCATION

The University at Buffalo, Buffalo, NY — May 2025

Bachelor of Science, Computer Science, Minor in Mathematics

Relevant Coursework: Web Applications, Programming Languages, System Administration, Project Management

EXPERIENCE

Project Manager, University at Buffalo — Jan 2024 - Present

- Lead two software engineering teams in the development of a 2D platformer game and a stock analysis platform that aggregates financial data for investors.
- Coordinate sprint planning, task assignments, and progress tracking to ensure timely project completion

UB Student Association, University at Buffalo — Sep 2024 - Present

Programming Staff Member

- Research, plan, and execute engaging events for the student body, enhancing campus life and student engagement
- Collaborate with team members and vendors to ensure smooth event execution and a positive experience for attendees

PROJECTS

Big O Budgeting App, PHP, Node.js, React — Aug 2024 – Dec 2024

- Designed and developed budgeting web application with React.js, Node.js, enabling users to manage expenses/tasks, view monthly summaries, and visualize spending habits with pie charts
- Implemented dynamic homepage features, including empty-state messages, and integrative charts for enhanced user experience
- Incorporated features such as task management with popups for additional details and a modular component-based structure for future scalability.

Rocket Reddit, Python, JavaScript, Docker — Feb 2024 - June 2024

- Implemented user authentication features including account registration, login, and logout
- Enabled live chatting from web sockets to enhance user integration with each other along with media supported uploads

Language, Interpreter Design, OCaml — March 2024 - May 2024

- Developed an interpreter for small, OCaml like stack-based byte code language
- Implemented core functionalities such as arithmetic operations, Boolean logic, string manipulation, and error handling

Instant Messenger, C — March 2023

- Developed instant messenger application, allowing real-time communication between users via client
- Implemented data packet encoding and decoding functionality using void pointers and pointer arithmetic

Enemy AI Programming for 2D Game, Scala — November 2022

- Integrated graph-based algorithms such as breadth-first search (BFS), to calculate distances to avoid obstacles
- Implemented linked-list operations alongside locating players to determine the closest player using Euclidean distance calculations

Technical Skills

Languages: Python, C, Scala, JavaScript, Java, PHP

OS & Software: Windows, Linux, Git, PyCharm, IntelliJ, EMACS, Docker, MongoDB, Microsoft Office, MySQL