Hui Lee

A responsible and diligent computer engineering student passionate about broadening perspective and exploring new subjects.

EDUCATION

University of Toronto — *BASc in Computer Engineering*
SEP 2019 - PRESENT
- Certificate in Engineering Business.
- Pursuing a certificate in Artificial Intelligence.

PROFESSIONAL EXPERIENCE

IBM z/Debug Team — *DevOps Developer Intern*
MAY 2022 - AUG 2023
- Analyzed test failures and errors and wrote defect reports.
- Created test plans for new features with a list of test scenarios.
- Created automated and manual tests for COBOL, PL/I, C, C++, and Go programs.
- Performed accessibility testing for new features.
- Prepared documents and knowledge transfer sessions for new team members.
- Enabled test automation on Linux, Mac OS, and Windows.
- Contributed to changing the team's version control tool from RTC to Git

University of Toronto — *Summer Research Student*
MAY 2021 - AUG 2021
- Developed an application in Java with Android Studio to help instructors form groups of students more efficiently in a large classroom.
- Used Adobe XD to create a prototype of the application.
- Utilized the NFC (Near-field Communication) tool on the phone to take attendance with the student card.
- Utilized the SQLite database to create a table of user data.

PROJECTS

Yutnori Game — C#
https://github.com/huijeong1015/Yutnori
APR 2023 - PRESENT
- A Korean Traditional board game.
- Currently developing with Unity.
- Designed graphics.

"Don't get drunk!" Game — C#
https://github.com/huijeong1015/Dont-get-drunk
AUG 2022 - MAR 2023
- Developed a Unity indie typing game, inspired by TypeRacer.
- Designed graphics and animation.
- Utilized multiple Unity libraries (e.g., Player Prefs and Text Mesh Pro).

Visual Place Recognition — Python
https://github.com/huijeong1015/Visual-Place-Recognition
OCT 2021 - DEC 2021
- Developed a CNN model from VGG16 that can recognize places in Europe from the game, GeoGuessr.
- Developed a program to extract and process images from Google Street View using Selenium and JavaScript.

(604) 603-9376
huijeong.lee@mail.utoronto.ca
www.linkedin.com/in/hui-jeong-lee

PROGRAMMING LANGUAGES

Assembly, C, C++, COBOL, GOLANG, Kotlin, MATLAB, PL/I, Python, PyTorch, Java, Javascript, Selenium, Verilog

TOOLS

Adobe XD, Android Studio, Eclipse, Git, Google Colab, Intel Quartus Prime, LTSpice, ModelSim, RCPTT, RTC, SQLite, VS Code

SOFT SKILLS

Communication
Cooperation
Fast Learner
Open-mindedness
Persistence
Responsible

AWARDS

Dean's Merit Award
University of Toronto
2019
BC Achievement Scholarship
Government of British Columbia
2019

LANGUAGES

English
Korean

Stickman Volleyball Game — *C*

https://github.com/huijeong1015/Stickman-Volleyball

APR 2021

- Developed a two-player game where two stickmen play volleyball to score points, inspired by Pikachu Volleyball.
- Utilized a VGA pixel buffer and PS/2 keyboard for display and controller.
- Designed graphics, animation, and motion control functions.

GIS Software Program — *C++*

https://github.com/huijeong1015/GIS-Software-Program

JAN 2021 - APR 2021

- Developed a program that implements visualization and navigation of the map.
- Utilized Dijkstra's algorithm to find the optimal path between the two selected points on the map.
- Utilized a hash map to organize the database of geographic features.