

HYUNJO LEE

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SUMMARY

Highly skilled in full stack engineering with an ability to work in a cross-functional team with Agile development tools. Able to work collaboratively in a dynamic professional setting to develop, test, deploy, and maintain software solutions.

EDUCATION

University of California, San Diego

Expected to graduate in June 2023

Bachelor of Science, Computer Science - Minor: Mathematics

Overall GPA of 3.67

Relevant Coursework: Data Structures, Design & Analysis of Algorithm, Object Oriented Programming, Machine Learning, Operating Systems, Deep Learning, Artificial Intelligence, Computer Security, Database System Principles, Linear Algebra, Calculus

SKILLS

Java | Python | C/C++ | JavaScript | Selenium | Pytorch | ReactJS | React Native | HTML | CSS | SQL | Figma | Git | R | WIN32 API | Linux | ARM assembly | System Verilog | MATLAB | Problem Solving | Disciplined | Leadership | Microsoft Office | Excel | Zoom

EXPERIENCE

Software Engineer Intern, San Diego Supercomputer Center

July 2022 - September 2022

- Created **python scripts** to completely migrate manual workflows into an automatic process that checks for 1000+ customers' contact information in 6 minutes and 30 seconds.
- Incorporated a **Selenium** package to grab HTML elements from the company's page, Microsoft Dynamics libraries to query contact information, Google Drive **API** to upload output files and Slack Webhook API to send the message on Slack.

Web Developer / Mobile App Developer, DormIt

June 2022 - September 2022

- Developed interactive web interfaces for several web pages using **ReactJS**, **CSS**, **React Bootstrap**, and **MUI** components.
- Constructed the landing screen and the order task screens for the rusher version of the mobile app using **React Native**.
- Analyzed to make sure the applications are responsive across multiple platforms and used **Git** for version control.

Software Engineer Intern, Fasoo

June 2021 - August 2021

- Composed own version of a file monitoring program that detects all the changes being made in the input directory such as creating, deleting, and renaming the file using **C++** in **Windows Operating System**.
- Implemented a Dialog-based **Win32 C Program** that reads different inputs from the users by using multiple threads.

PROJECTS

Zesty, Team Lead/Backend Engineer

September 2021 - December 2021

- Designed and implemented a user-friendly web application that allows users to search for recipes and their favorites.
- Utilized **HTML** and **JavaScript** to build out all the features for this web application, then incorporated **CSS** to style all the page components. Also, used **figma** to create initial designs and **Visual Studio Code** for programming.
- Worked with a well-known recipe **API** to get specific recipes that match the user's search criteria.
- Integrated **CI/CD pipeline** on GitHub for continuous testing.

Food Classification, Data Engineer

January 2022 - February 2022

- Extracted different features of the food and fed it into my fully connected layer using the Convolutional Neural Networks with **Pytorch**, **TensorFlow**, and **scikit-learn**.
- Trained the model to maximize the validation accuracy and correctly classify the food image from different hyperparameters.

Huffman Compression, Algorithm Development

May 2019

- Implemented my version of the file compression in **C** using the Huffman coding and debugging skills.
- Compress the file into a smaller size with encryption and uncompress back to the original file.

2048, Game Programmer

February 2018

- Implemented own version of the game 2048 using **Object Oriented Design** that the users can play through the terminal console output. **JAVA Graphical User Interface** was used to visually display the game.