

# HYUNJO LEE

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Github: <https://github.com/hyl130> | Personal: <https://hyl130.github.io/>

## EDUCATION

### University of California, San Diego

Expected to graduate in June 2023

#### Bachelor of Science

Overall GPA of 3.67

- Major in Computer Science, Minor in Mathematics.

**Completed courses:** Advanced Data Structures, Design & Analysis of Algorithm, Machine Learning, Operating Systems, Deep Learning, Artificial Intelligence, Computer Security, Database System Principles, Linear Algebra, Calculus, Statistical Methods

## SKILLS

Java | Python | C/C++ | JavaScript | Pytorch | ReactJS | React Native | HTML | CSS | SQL | Figma | Git | R | WIN32 API | ARM assembly | System Verilog | MATLAB | High Motivation | Disciplined Engineer | Leadership

## EXPERIENCE

### Software Engineer Intern

San Diego, California

San Diego Supercomputer Center

July 2022 - September 2022

- Created a **python script** to completely migrate a manual workflow 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

San Diego, California

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**.
- Inspected to make sure the applications are responsive.

### Software Engineer Intern

Seoul, South Korea

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++**.
- Implemented a Dialog-based **Win32 C Program** that reads different inputs from the users by using multiple threads.

## PROJECTS

### Zesty

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.
- Worked with a well-known recipe **API** to get specific recipes that match the user's search criteria.
- Project Link: <https://lucid-borg-00ad57.netlify.app/>

### Food Classification

January 2022 - February 2022

- Using the Convolutional Neural Networks with **pytorch**, I extracted different features of the food and fed it into my fully connected layer.
- By applying different hyperparameters, I trained the model to maximize the validation accuracy and correctly classify the food image.

### Huffman Compression

May 2019

- Using the Huffman coding, I implemented my version of the file compression in **C**.
- Compress the file into a smaller size with encryption and uncompress back to the original file.

### 2048

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.