HYUNJO LEE

E-mail: lhjoelee@gmail.com | **Phone:** (619) 712-9861 | **LinkedIn:** www.linkedin.com/in/hyunjoleejoelee0108 |
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

San Diego Supercomputer Center   San Diego, California
Software Engineer Intern   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.

DormIt   San Diego, California
Web Developer / Mobile App Developer   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.

Fasoo   Seoul, South Korea
Software Engineer Intern   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.