HYUNJO LEE

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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.