Nicholas Lee

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# **Education**

## University of California Santa Cruz

* B.S. in Computer Science: Game Design with a Computer Science Minor
* GPA 3.90

# **Technical Skills**

Cisco Routers/Switches, Cybersecurity, Java, C++, C, Python, Kotlin, PC Building, Linux, Bash, Windows, macOS, Leadership, Teamwork, Electronic Repair, Phaser, Wordpress, Customer Service, Web Design

# **Technical Experience**

## **Open Source Contributor** Remote

*Sonarr (CTI-CodeDay Open-Source Experience)* June 2023 – Aug 2023

* [Contributed](https://github.com/Sonarr/Sonarr/pull/5766) to Sonarr, an open-source project dedicated to making it easier for users to sort out and download TV and Anime shows
* Added and modified several C# source files that created a button that allowed for the import of Anime shows from Simkl

# **Work Experience**

## **Sales Associate / Website Manager** Millbrae, CA

Bacchus Wine & Spirits July 2024 – Present

* Assisted with migrating data from an old website to a new website by using custom made Javascript to extract contents from each of the webpages
* Organized and moved equipment from one location to another
* Opened and closed the cash register, as well as serving beer to customers

# **Volunteer Experience**

## **CyberPatriot Mentor** Remote

*AFA* 2015 – Present

* Mentored a CyberPatriot team to compete in securing as many vulnerabilities in operating systems such as Linux and Windows in a given time frame.
* Worked with several teams to the national finals, where only about 20 other teams competed

## **Band Camp Mentor** Millbrae, CA

*Mills High School* 2021

* Taught new high schoolers how to read music and play musical instruments such as the drums, timpani and xylophone
* Repaired drum equipment such as swapping out the heads and tuning the drums

## **Band Member** Redwood City, CA

*US Naval Sea Cadet Corps* Jan2015 – June 2020

* Ranked up to Petty Officer 1st Class, the 2nd highest rank as of 2020
* Was the lead drummer
* Performed music at locations such as the San Francisco Cemetery during Veterans Day and veterans’ hospitals

# **Projects**

## Simple password cracker in C++

* Used multithreading and distributed programming to create the password cracker
* Cracked a hashed password sent by a main server from the school
* Used all 4 servers (24 threads each) provided by the school to crack the passwords
* Sent all the cracked passwords back to the main server

## Minecraft Mod

* Created custom blocks that had a custom texture
* Created custom projectiles, such as ones that explode on impact
* Used two different modding APIs, Minecraft Forge and Minecraft Fabric

## Minecraft Server Plugin

* Implemented a minigame in Java, where classes were used to represent an arena that simulated “The Walls”, by Hypixel, using the Bukkit/Paper API

## AI Pacman (Python)

* Implemented AI algorithms such as minimax and A\* search to the UC Berkley AI Pacman GitHub project, to get Pacman to move towards pellets and away from ghosts

## C-Simple Compiler (Python)

* Created a compiler that tokenizes simple C code, such as floats, ints, for-loops, and conditionals using regex, and creates IR using a recursive descent parser

## Dark Throne

* Programmed a platformer, Metroidvania styled game in Unity, which included dashing, wall jumping, localization, and more
* Published the game onto Steam with a complete store page, including a logo, video, and description as well as hardware requirements

## iOS Game (Swift)

* Developed a game where the player answers trick questions to win
* Used constraints to make sure the game works on different iDevices with different screen sizes.

# **Languages**

Mandarin Chinese: Beginner

Japanese: Advanced