

Ira Lee

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EDUCATION

Hunter College, New York

B.A Computer Science, December 2017

SKILLS

C++, Java, Javascript, MySQL, PHP, AJAX, jQuery, XML, HTML5, CSS3, Android, JSON, PL/SQL, Django, Python, Apache, C, Windows, Linux, Mac OS, Netbeans, Eclipse, and Microsoft Visual Studios

RELEVANT COURSES

Data Structures, Computer Architecture, Computer Theory, Operating Systems, Advanced Algorithms, UNIX tools, Matrix Algebra, Calculus 2, Applied Statistics, Computer Vision, Computer Forensics, Database Management

PERSONAL PROJECTS

Full Stack Developer, Project Manager - **Idle Village**

January 2017 - present

An incremental game in active development by a small group of three people to learn how to process system interrupts along with graphic manipulation. Idle Village aims to merge elements from different genres to incorporate active and strategic gameplay with the familiar aspects of an idle game.

- Developing an intuitive user interface and experience with C++ and the SDL 2 library by implementing smooth transitions and displaying components in a familiar format
- Applying various data structures, such as queues and hashmaps to create algorithms to efficiently complete repetitive tasks and to take preventive measures against potential exploits
- Delegating roles to team members based on strengths and interest in order to meet developmental deadlines

Full Stack Developer - **House Hunter**

January 2017 - May 2017

Using machine learning, House Hunter was created by a group of five to predict housing prices of zip codes in NYC. Considering many data points, the application managed hit around an accuracy of near 80% in a few zip codes.

- Utilized the GoogleMaps API with data visualization techniques to create a user friendly website
- Gathered and filtered 250 GBs of data from TLC, Zillow, and NYPD to store inside a MongoDB database
- Used scikit to perform single variable regression, resulting in a 56% average accuracy

Full Stack Developer - **2016 Credit Suisse Hackathon**

May 2016

- Built a dynamic website geared to classified advertisements using JavaScript, jQuery, CSS3, and HTML
- Processed account creation and an on-site messaging service using MySQL, AJAX and PHP
- Worked in a two man group over the course of 24 hours and ranked second out of ten

Full Stack Developer - **IdleStory**

June 2013 to August 2015

A self-managed multiplayer RPG modeled after an already existing game, which strived to develop new and unique features for active players using an open source project. Achieved an average of fifty unique players online.

- Wrote Java programs to make current XML files backwards compatible with older versions of the game
- Constructed an interactive and responsive website using HTML5, CSS3, JavaScript, jQuery, PHP, and AJAX
- Debugged critical applications and network packets to prevent memory leaks, crashes, and to identify and fix potential security threats, such as SQL injection
- Conceptualized NPCs and features which were implemented using Javascript and Java
- Increased database efficiency, avoided deadlocks, and concurrency issues by redesigning a MySQL database with indices, transactions, and locks

WORK EXPERIENCE

Programming Instructor - **iDTech Camps**

June 2016 to August 2018

- Educated high school students in Java, C++, and Javascript, leading to students creating projects such as complex text based games, animated shorts, and puzzles
- Managed a class of eight new beginner students every week and retained some connections as an apprentice
- Constructed personalized courses catering to individual students' needs in order to provide the best environment to develop a deeper understanding of the material