

ANTHONY LEE

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Objective: A highly driven Computer Science graduate from University of California, Santa Cruz seeking a full-time position in front-end software development or software quality assurance

TECHNICAL SKILLS

- Python; Java; JavaScript; HTML/CSS; TypeScript; Git
- MEAN stack; Node.js; Bootstrap; GoogleMap API; Yelp Fusion; Dark Sky API
- Android Studio; Xcode; GameMaker Studio; EchoSim; Google Actions Simulator; Jira

EDUCATION

Santa Cruz, CA	University of California, Santa Cruz	June 2018
<ul style="list-style-type: none">• Bachelor of Science, Computer Science GPA: 3.5• <i>Undergraduate Coursework:</i> Data Structures; Computer Architecture; Algorithms and Abstract Data Types; Algorithm Analysis; Operating Systems; Database Systems; Comparative Programming Languages; Android Development; Software Engineering; and Software Design Project (Capstone).		

EXPERIENCE

SproutLabs Smart Home Integration – Software Design	January - June 2018
<ul style="list-style-type: none">• Senior capstone project sponsored by SproutLabs, LLC that focuses on water conservation and agriculture by facilitating data-driven plant-care• Project team concentrated on the Alexa and Google Home integration to the pre-existing web application that connects to SproutLabs sensor-devices, which aggregate environmental data into graphs to empower users to make data-driven decisions in regards to their plants• Implemented function to check water usage readings• Improved functions from static to dynamic node reading• Linked login page to SproutLabs user account info by parsing and appending parameters to redirect_URI	
Censsit – CruzHacks 2018	January 2018
<ul style="list-style-type: none">• Competed as a team and created a Google Chrome extension in 36 hours that censors profane comments on the Reddit platform• Accomplished parsing of Reddit comments• Implemented profanity filter algorithm	
Welp – Android Development	September – December 2017
<ul style="list-style-type: none">• Collaboratively created an Android application that recommends food/activities based on current time, weather and location to further familiarize self with the Android environment and gain experience in implementing various APIs• Designed logo and filter assets and theme as well as the interface layout for business profile pages• Connected business pages to backend to pull Yelp data to view	
Automate	August – September 2017
<ul style="list-style-type: none">• Developed a Python script that automates parsing and writing of log/data dump files	
Fam – Software Engineering	April – June 2017
<ul style="list-style-type: none">• Collaboratively created a more flexible version of the Yelp web application to enable users to freely rate and review any locations & activities and share & plot onto a global map	

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- Designed the logo, login page and profile page interface
 - Implemented login and profile page functionality
 - Connected user profile page to enable the users to pull their own reviews from the MongoDB database

Paper Game

- Utilized GameMaker Studio to create a level-based Indie-platformer game
- Implemented player, enemy, world collision, physics, and main menu navigation logic
- Designed artwork for player, enemy, and object assets

**August - December
2016**

EMPLOYMENT

Instructor

Engineering For Kids, Fremont

June - August 2017

- Instructed various courses focused on physics in mechanical, electrical engineering and computer logic through coding and game design classes
- Taught engineering courses through hands-on building projects, coding courses through Scratch and Python, and game design courses through ClickTeam Fusion