

# ANTHONY LEE

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## TECHNICAL SKILLS

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- 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

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<b>Santa Cruz, CA</b>	<b>University of California, Santa Cruz</b>	<b>June 2018</b>
<ul style="list-style-type: none"><li>• Bachelor of Science, Computer Science   GPA: 3.5</li><li>• <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).</li></ul>		

## EXPERIENCE

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<b>SproutLabs Smart Home Integration – Software Design</b>	<b>January - June 2018</b>
<ul style="list-style-type: none"><li>• Senior capstone project sponsored by SproutLabs, LLC that focuses on water conservation and agriculture by facilitating data-driven plant-care</li><li>• 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</li><li>• Implemented function to check water usage readings</li><li>• Improved functions from static to dynamic node reading</li><li>• Linked login page to SproutLabs user account info by parsing and appending parameters to redirect_URI</li></ul>	
<b>Censsit – CruzHacks 2018</b>	<b>January 2018</b>
<ul style="list-style-type: none"><li>• Competed as a team and created a Google Chrome extension in 36 hours that censors profane comments on the Reddit platform</li><li>• Accomplished parsing of Reddit comments</li><li>• Implemented profanity filter algorithm</li></ul>	
<b>Welp – Android Development</b>	<b>September – December 2017</b>
<ul style="list-style-type: none"><li>• 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</li><li>• Designed logo and filter assets and theme as well as the interface layout for business profile pages</li><li>• Connected business pages to backend to pull Yelp data to view</li></ul>	
<b>Automate</b>	<b>August – September 2017</b>
<ul style="list-style-type: none"><li>• Developed a Python script that automates parsing and writing of log/data dump files</li></ul>	
<b>Fam – Software Engineering</b>	<b>April – June 2017</b>
<ul style="list-style-type: none"><li>• Collaboratively created a more flexible version of the Yelp web application to enable users to freely rate and review any locations &amp; activities and share &amp; plot onto a global map</li><li>• Designed the logo, login page and profile page interface</li><li>• Implemented login and profile page functionality</li><li>• Connected user profile page to enable the users to pull their own reviews from the MongoDB database</li></ul>	

**Paper Game****August - December  
2016**

- 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

**EMPLOYMENT**

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**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