

# Anthony Lee

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**Objective:** Current undergraduate seeking an internship/ full-time position in software development or QA to further familiarize myself with and be part of developing the ever-changing technologies today.

## Education

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<b>University of California, Santa Cruz</b>	Oct. 2014 – June 2018
<ul style="list-style-type: none"><li>• Computer Science (BS) - GPA: 3.46</li></ul>	
<b>Chinese Christian High School</b>	Sept. 2010 – June 2014
<ul style="list-style-type: none"><li>• Graduated with high honors</li></ul>	

## Skills

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- Java, Python, C, Javascript, HTML / CSS
  - Android SDK, MEAN stack
  - Language: Cantonese Chinese (Native/Bilingual Proficiency)

## Projects

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### Fam - CMPS115 Software Engineering - 2017

- Web app that combines features of Yelp, Google Maps, and Facebook event/ poll functionality
- Implemented logo design, login, profile page functionality and connecting profile page to pull user reviews from database using TypeScript, AngularJS, and Bootstrap

### Automate - 2017

- Python script written to automate parsing of log / data dump files

### Welp - CMPS121 Android Development - 2017

- Android app that recommends food/activities by current time, weather and location implemented through Yelp Fusion and Dark Sky API
- Implemented logo, filter design and theme, layout for business profile page, and connected pulled Yelp API data to view using Java

### SproutLabs Smart Home Integration - CMPS116/7 Software Design - 2018

- Alexa integration of pre-existing (mobile) web app to work with SproutLabs sensor-devices that aggregate environmental variable data to further and better facilitate data-driven agriculture
- Implemented own functional intent to check water saved readings, improved intents from static to dynamic node reading, and parsed & appended params to redirect\_URI to link login page using Javascript and Node.js

## Experience

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<b>Engineering For Kids - Instructor</b>	Summer 2017
<ul style="list-style-type: none"><li>• Instructed various courses focused on physics in mechanical, electrical engineering and computer logic through coding and game design classes.<ul style="list-style-type: none"><li>○ Engineering courses were instructed through hands-on building projects</li><li>○ Coding courses were taught using Scratch and Python</li><li>○ Game design utilized ClickTeam Fusion</li></ul></li></ul>	