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ANTHONY LEE

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Objective: Computer Science graduate seeking a full-time position in front-end software development or software quality assurance

EMPLOYMENT

Instructor Engineering For Kids Summer 2017

- Instructed various courses focused on physics in mechanical, electrical engineering and computer logic through coding and game design classes
- · Engineering courses instructed through hands-on building projects
- Coding courses were taught in Scratch and Python
- · Game design utilized ClickTeam Fusion

EDUCATION

Santa Cruz, CA

University of California, Santa Cruz

Fall 2014 - Spring 2018

- Computer Science (B.S), GPA: 3.5
- Undergraduate Coursework: Data Structures; Comp. Architecture; Algorithms and Abstract Data Types;
 Algorithm Analysis; Operating Systems; Database Systems; Comparative Programming Languages; Android Development; Software Engineering; Software Design Project (Capstone).

TECHNICAL EXPERIENCE

Projects Technologies Used

- Paper Game (2016). Summer project Level-based Indie-platformer game.
- Self-study summer project out of interest in creating video games and understanding the game development work-flow environment
- GML (GameMaker Studio)

- Implemented player, enemy, world collision and physics
- · Implemented main menu navigation logic
- Designed artwork for player, enemy, object assets
- Fam CMPS115 Software Engineering (2017). Web app.
- Web app project created in CMPS115 with the focus of understanding Scrum framework and interest in creating a more flexible version of Yelp
- Allows users to freely rate and review any locations & activities and share & plot onto a global map
- Designed logo, login page and profile page interface
- Implemented login and profile page functionality
- Connected user profile page to be able to pull their own reviews from the MongoDB database
- Automate (2017). Summer project.
- Self-study summer project to further understanding and knowledge of task automation and regex module
- · Script to automate parsing and writing of log/ data dump files

TypeScript; JavaScript & CSS (Bootstrap);

HTML; GoogleMap API;

MongoDB

Python

- Welp CMPS121 Android Development (2017). Android app.
- Android app project created in CMPS121 to further familiarize self with the Android environment and gain experience in implementing various APIs
- · Recommends food/ activities based on current time, weather and location
- · Designed logo and filter assets and theme
- · Designed interface layout for business profile pages
- · Connected business pages to backend to pull Yelp data to view
- Censsit CruzHacks (2018). Google Chrome extension.
- · Hackathon project completed in 36 hours out of interest in creating accessible tech
- · Censors profane comments on Reddit platform
- · Accomplished parsing of Reddit comments
- · Implemented profanity filter algorithm
- Other hackathon projects include:
- Samaritan HackUCSC (2016). iOS app; Hitch HackUCSC (2017). Android app.
- · Involved in front-end development and UI designs
- SproutLabs Smart Home Integration CMPS116/7 Software Design (2018).
- Senior capstone project sponsored by SproutLabs, LLC that focuses on water conservation and agriculture by facilitating data-driven plant-care
- Project team's concentration is on the Alexa and Google Home integration to the pre-existing (mobile-friendly) web app 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

Java (Android Studio); Yelp Fusion; Dark Sky API

> JavaScript; HTML/ CSS

JavaScript (Node.js); EchoSim; Google Actions Simulator

Languages and Technologies

- Python; Java; JavaScript; HTML/ CSS
- Android Studio; Xcode; Amazon Alexa; Google Home; MEAN stack; Git; Jira