

ANTHONY LEE

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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).		

EMPLOYMENT

Software Engineer Intern	SproutLabs LLC, Santa Cruz	January - June 2018
<ul style="list-style-type: none">• Integrated SproutLabs API with Alexa Services and Google Home using Node.js and AWS Lambda to retrieve data from SproutLabs servers• Built and maintained sustainable base-code and infrastructure for future SproutLabs product integration with Smart-Home technologies• Designed and developed Alexa Skills and Google Actions to communicate with SproutLabs hardware and relay plant data to customers in order to facilitate data-driven plant-care		
Instructor	Engineering For Kids, Fremont	June - August 2017
<ul style="list-style-type: none">• 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		

EXPERIENCE

Censsit – CruzHacks 2018	January 2018
<ul style="list-style-type: none">• Competed as a team, creating a Google Chrome extension in 36 hours that censors profane comments on the Reddit platform• Accomplished parsing of Reddit comments and 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• Designed logo, filter assets and theme as well as the UI 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 location/activity and share by plotting onto a map• Designed the logo, login page and profile page interface• Implemented login and profile page functionality• Connected user profile page to pull their own reviews from the MongoDB database	
Paper Game	August - December 2016
<ul style="list-style-type: none">• 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	