JOE LEE

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EDUCATION

B.S., Computer Science, Mathematics Minor   Expected Gradution: May 2026
California State University, Fullerton, CA
Relevant coursework: Object Oriented Programming, Introduction to Programming, Data Structures and Algorithms, Multivariable Calculus

EXPERIENCE

California State University, Fullerton, CA: Supplemental Instruction Leader (SI)   Aug 2023 – Current

- Fostered a collaborative learning environment for students to enhance their understanding of course material, discuss important concepts, and develop study strategies.
- Facilitated 2-3 weekly sessions on Calculus II, integrating course content with effective learning strategies.

Webverry LLC, Los Angeles, CA: Owner   May 2023 – Current

- Founded a web development company that has generated 5 figures in profits to date.
- Delivered a range of services including full stack and e-commerce development, improving client website efficiency by up to 35%.

Fairview Ventures, South Pasadena, CA: Web Developer   Nov 2022 – Apr 2023

- Built multiple websites using Next.js, resulting in a 95-100 overalls scores in Google's Lighthouse audits.
- Collaborated closely with clients, translating their requirements into high-quality websites within set deadlines.

Arcadia Pediatric Medical Group, Arcadia, CA: Python Developer   Nov 2022 – Apr 2023

- Created an internal tool using Python, NumPy, and Twilio, automating customer outreach and support.
- Streamlined administrative processes, improving operational efficiency by 30%.

ACTIVITIES

ACM at California State University, Fullerton, CA: Algo and Dev Officer   Jan 2023 – Current

- Collaborated closely with the algorithms team to deliver concise workshops on data structures and algorithms.
- Organized educational workshops covering popular computer science topics such as Web Development, Project Management, and Open Source.

PROJECTS

Roulettor   https://www.roulettor.com
Created a scalable architecture using Next.js, React, TypeScript, Prisma, MySQL, and websockets for real-time communication in a multiplayer gaming experience.
Pathfinding Visualizer   https://path.joelee.info
Developed an interactive tool using Next.js and TypeScript, where users can draw walls or generate mazes, simulating complex scenarios for pathfinding. Incorporated A*, Dijkstra's, BFS, DFS, and other algorithms, enabling users to visualize different pathfinding strategies across user-generated mazes.

TECHNICAL SKILLS

Programming: TypeScript, JavaScript, Python, C++, Git
Web Development: React, Next.js, SvelteKit, Prisma, Websockets, Socket.io, MySQL, PostgreSQL, ThreeJS, Phaser, Figma, SCSS, TailwindCSS, Zod