Jake Lee

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EDUCATION

Boston University School of Engineering, Boston, MA *Graduation: May 2025*
Bachelor of Science in Computer Engineering
Concentration: *Machine Learning*
Relevant Coursework: *Software Engineering, Statistics Probability and Data Science, Engineering Design, Computational Linear Algebra, Logic Design, Applied Algorithms*

SKILLS

Technical: C, C++, C,#, Java, Javascript, Python, SQL, MATLAB, HTML, CSS, Unix, Git, Vivado, Node.js, React, Django
Languages: English, Korean

EXPERIENCE

LabCare **Streamwood, IL**
Data Entry Specialist | Test Administrator *November 2021 - March 2022*
- Created and maintained logs for patients who tested for COVID-19 into the lab's database for both rapid and PCR tests
- Administered and kept track of 200+ COVID-19 tests for local Korean Schools to ensure a safe learning space for students

Boston Hacks **Boston, MA**
Tech Team *February 2023 - Present*
- Worked in a team of 10 to develop and deploy a successful hackathon website and registration portal for management of 500+ applications for the upcoming hackathon
- Partnered closely with the design team to ensure that the hackathon website and registration portal were visually appealing, intuitive, and consistent with the event's theme and messaging

LEADERSHIP EXPERIENCE

Theta Tau Psi Delta Chapter **Boston, MA**
Website Chair *January 2023 - May 2023*
- Oversaw the development of a new professional fraternity website from ideation to launch, resulting in a 50% increase in website traffic and 25% increase in membership inquiries
- Utilized Django as the primary database framework for data management and seamless integration with website features

PROJECTS

MEALME: Tinder for Food *November 2022 - December 2022*
- Developed a website using React to take in a location and price point from the user to randomly output various restaurants on Tinder inspired cards that can be disliked, liked, and super liked to match the user with a restaurant based on an algorithm
- Integrated the Yelp API with javascript to organize the data on the restaurants and develop the matching algorithm

Pokemon Masters: Victory Road *October 2022 - December 2022*
- Developed a simulated 2-dimensional grid using C++ which involves the user controlling multiple Trainers to battle Pokemon in order to defeat the Gyms, go to the Pokemon Center to heal their pokemon, and interact with wild Pokemon
- Utilized object oriented programming, user defined types, and operator overloading in order to track locations of objects in order to properly perform actions at appropriate times based on a finite-state system with error handling

Low Dexterity Lamp For Users With Learning Disabilities *September 2022 - December 2022*
- Designed and modeled a desk lamp that optimizes light spectrum for studying and utilized by people with limited dexterity
- Conducted client interview to gain insight on the needs of our target audience to focus on functions that most benefit users
- Developed Arduino code using C to configure the PIR and two touch sensors to wait for inputs and iterate through color temperature modes set in the code based on research conducted on the optimization of color temperature to increase focus

Housing Price Machine Learning Prediction Model *November 2021 - December 2021*
- Analyzed and scrubbed 500,000+ data points from the Zillow Home Value Index to see housing price trends using MATLAB
- Utilized MATLAB and exponential GPR regression models in order to develop a program that predicts the price of a house of a specified area and number of beds based on the previous trends on the housing market
- Collaborated with a partner to establish project deadlines, design of the analysis algorithm and write a report