

# James Lee

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## EDUCATION

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### San Diego State University, San Diego, CA

*Bachelor of Science, Computer Science, Estimated Graduation: May 2022*

Selected Coursework: Machine Learning, Artificial Intelligence, Algorithms, Operating Systems, ADV 3D Game Programming, Computer Architecture, Data Structures, Systems Programming

## SKILLS

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*Programming/Scripting Languages:* Python, Java, JS/CSS, C/C++/C#, SQL, GraphQL, Matlab, R, Swift

*Frameworks and tools:* Git, TensorFlow, Pandas, Matplotlib, Unity, ML Algorithms, Jupyter Notebook

## EXPERIENCE

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### Data Analyst Intern

*Cushman & Wakefield (Starck Team), Carlsbad, CA, June - September 2021*

- Designed python scripts to take in big data to analyze commercial real estate trends.
- Designed python scripts to transfer database files from public sources and C&W sources to compile into a private database.
- Programmed a private website displaying building ownerships and services offered by the team.
- Created sales comps, lease comps, market overviews, and area overviews.

### Deputy Officer

*San Diego State University A.I. Club, San Diego, CA, August 2021- Present*

### Computer Architecture Teaching Assistant

*San Diego State University (Prof. Tao Xie), San Diego, CA, January 2021- Present*

- Assisted in the development of new course material, and graded labs, midterms, and finals.
- Delivered lectures and office hours to classrooms of 70+ students.

### Software Engineering Intern

*Beanbag Inc., Mountain View, CA, June 2017 - August 2019 (Summers Only)*

- Conducted trial runs of programs and software applications to be sure that they would produce the desired information using Python.
- Performed direct revision, repair, and expansion of existing programs.

## PROJECTS

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### Fire-Rescue | [Code](#)

*San Diego State University, Spring 2021*

- Created a 3D game using Unity and C# that allowed users to drive a car in which they had to rescue NPCs that spawned randomly throughout the map. Implemented singletons and random spawners to allow for the game to have a smoother and fun experience every single run.

### Dolphin Identifier | [Code](#)

*San Diego State University, Fall 2021*

- Developed a neural network model using TensorFlow that distinguished the difference between Pacific white-sided dolphins and Risso dolphins using their unique echolocation clicks that was given from a public data set of diverse locations and times.

### Covid-19 Risk Detection | [Code](#)

*San Diego State University A.I. Club, Spring 2021*

- Created data collection software, using YOLOv4 for person detection, to develop a face mask dataset with over 3,000 images from over 20 hours of collected CCTV footage.
- Developed a computer vision model with TensorFlow that classifies whether an individual is wearing a face mask with 91% accuracy through transfer learning.
- Designed a multi-object tracking algorithm that re-identifies all people each frame, by measuring difference in Euclidean distance, to speed up the software.