

James Lee

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James Lee is a full stack software engineer with 4 years of experience in Java, Angular, and cloud services

SKILLS

Programming Languages: Java, Javascript, HTML, CSS, Python, SQL, MongoDB

Technologies: Angular, Kubernetes, Docker, Node.js, Bootstrap, Protractor, Selenium, Git

Tools: AWS, Jenkins, Gradle, IntelliJ

EXPERIENCE

Full Stack Software Developer - FICO

August 2019 - Present

- Helped develop FICO® Falcon® X, proprietary software to fight fraud/financial crime for real time transactions
 - Implemented a Java streaming system using Kafka messages reaching hundreds of transactions per second
 - Developed software to process millions of credit transactions and deliver fraud alerts to users
- Worked with FICO® Falcon® Intelligence Network Insights, a platform to view charts and data for card models
 - Automated deployment of EKS cluster with AWS CloudFormation which takes a whole day of manual effort
 - Wrote SQL statements in Spark for AWS EMR jobs to process big data for dozens of international banks
- Designed dozens of Angular front end page elements to create pages following spec documentation
- Maintained hundreds of unit tests in JUnit and Karma/Jasmine connected to a build process in Jenkins

Automation Engineer - FICO

January 2017 - July 2019

- Stabilized and maintained a suite of over 700 API and UI system tests using Java and Protractor/Selenium
- Established a CI/CD workflow with Jenkins going through AWS deployment in Kubernetes and system testing
- Created a cross-functional UI testing framework based off Protractor/Selenium used in many different teams

Full Stack Software Engineer - Northrop Grumman Contractor

October 2017 – December 2017

- Built a system for work order flow and maintenance needs for the Triton aircraft at different bases
 - Implemented a web user interface to view database records of aircraft reports in using Java and Tomcat
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PROJECTS

Triton Gaming

January 2017 – Present

- Designed a homepage for our student organization Triton Gaming: <https://tritongaming.org/>
- Positioned and embellished many of the front-end elements with Bootstrap
- Worked with the MERN stack while developing and hosted with Google Firebase

Sugoi Smash

Oct. 2nd – Oct. 4th 2015

- Virtual reality game that utilized Oculus Rift/Leap Motion <https://devpost.com/software/sugoi-smash>
 - Developed using Unity and C# scripts that controlled various different UI elements and physics
 - Received acknowledgment from a sponsor for one of the best virtual reality applications at SD Hacks 2015
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LEADERSHIP SKILLS

Officer: Triton Gaming

May 2014 – June 2017

- Founding officer of one of the biggest collegiate gaming clubs in the United States
- Maintains over 8 different divisions through our Facebook page <https://www.facebook.com/tritonesports>

EDUCATION

University of California, San Diego

Graduated June 2017

Bachelor of Science, Computer Science