Joseph Lee

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Education

UNIVERSITY OF TORONTO SEPTEMBER 2014 – NOVEMBER 2019

Honours Bachelor of Science in Computer Science and Earth Science

Work Experience

RESEARCH ASSISTANT MAY 2019 – AUGUST 2019

UNIVERSITY OF TORONTO, MISSISSAUGA

- Manipulate large datasets from satellite microwave readings against in-situ soil moisture measurements to establish the feasibility for satellite readings as a replacement for in-situ measurements.

TEACHING ASSISTANT JANUARY 2018 – MAY 2019

UNIVERSITY OF TORONTO, MISSISSAUGA

- Created weekly lesson plans on data structures and algorithms along with an open forum to encourage student to discuss about solving software problems
- Manage tutorial sections and mentor students on software engineering practices and principles
- In charge of marking and creating test case scripts for student assignments

SOFTWARE DEVELOPER MAY 2018 - AUGUST 2018

ONTARIO MINISTRY OF ENVIRONMENT AND CLIMATE CHANGE, TORONTO

- Routinely worked on frontend, backend, database, and bug testing for Permit to Take Water and Pesticides Application
- Worked on IBM Watson project for AI based support line on Permit to Take Water Application
- Contributed towards Google Tensorflow project for prediction of illegal waste dumping parties

IT ASSISTANT JULY 2014 - AUGUST 2014

YSK2 ENGINEERING, KOWLOON, HONG KONG

- Ensured all company computers were operating properly at all times
- Routinely created backup of all data files to ensure speedy recovery in the event of data loss or breach
- Organized and sorted all digital and physical copies of company documents to facilitate accurate and timely retrieval of required information

Skills

PROGRAMMING & SCRIPTING LANGUAGES

Python, HTML, Java, Javascript, Bash, C, Perl, Scheme, Haskell

TOOLS & APIS

Agile, REST, Junit jQuery, Express, Nodejs, Beautiful Soup, Selenium, Heroku, LaTeX, Git, Subversion

DATABASES

MongoDb, MySQL, PostgreSQL

APPLICATIONS

ArcGIS, Erdas, Word, Excel, PowerPoint, Outlook

Side Projects

WAREHOUSE WARS

- Web game written from scratch incorporating object-oriented design and incorporating technologies such as HTML, Nodejs, CSS, Express, SQLite, and AJAX
- Features implemented include a live scoreboard, login system, user account control, administrative controls, and monster ai

SIGNPOST

- Web application written with a M.E.A.N. stack from scratch that acted like a message board for students studying at University of Toronto
- Features implemented include a login system, a live feed of image and text uploaded by students, and a friend list system

REDBEARD'S PIRATE BOOTY

- Treasure hunting game written in Java where users would control a ship to find treasure in a user specified grid size
- Features implemented include adjustments for map height, width, land density, starting sonars, and a pathfinding algorithm for searching for treasure

JSHELL

- Mock unix shell written in Java from scratch by a group of four incorporating agile methodology and weekly scrum meetings
- Features implemented include many Linux commands such as cat, cd, cp, echo, exit, get, grep, history, ls, man, mkdir, and mv