

Jonathan Lee

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Objective

- To obtain professional experience developing software in a fast-paced environment through an internship

Education

University of Pennsylvania

Bachelor of Science in Engineering, Computer Science

Philadelphia, PA

Expected Graduation: May 2021

- GPA: 3.90
- Relevant coursework: Algorithms, Data Structures and Algorithms, Discrete Math, Linear Algebra, Applied Machine Learning, Multivariable Calculus, Computer Systems, Software Engineering & Design
- Awards: Dean's List 2017-2019

Experience

CIS120 Tutor

University of Pennsylvania

October 2018 – December 2018

Philadelphia, PA

- 1-on-1 tutoring for an accelerated introductory programming class
- Job responsibilities: help students understand concepts from homework and lecture, suggest learning strategies

Software Engineering Intern

eMoney Advisor

June 2018 – August 2018

Radnor, PA

- Alongside a team of interns, wrote thousands of lines of code to build a website that displayed market data
- Worked on and unit-tested both the front-end and back-end components of the web application, used SQL queries to work with database, and operated under the Scrum development cycle
- Learned and used new technologies including C#, JavaScript, Jest, NUnit, React.js, ASP.NET Core MVC, SQL, and Git
- Participated in coding peer reviews, providing hundreds of feedback comments to improve code quality

Projects

Predicting NBA Outcomes Using Machine Learning

- Group final project for Applied Machine Learning class (coded in Python)
- Implemented a ranking algorithm to predict NBA (National Basketball Association) team rankings on raw team stats (ignoring data pertaining to wins or losses)
- Used the sklearn module in the implementation

Sidestepper Game

- Developed a simple avoid-falling-objects game as a final project using Java Swing
- Incorporated file I/O (high score text file) and object-oriented design concepts such as inheritance and interfaces

Flexbox Calculator

- Developed a lightweight calculator that can perform: addition, subtraction, multiplication, division, and negation
- Built in HTML, CSS (flexbox), and JavaScript

Skills

- | | | |
|----------|-----------------|--------------------|
| • Java | • JavaScript | • ASP.NET Core MVC |
| • Python | • C# | • OCaml |
| • React | • Scrum / Agile | • C |

Activities

- Principal Clarinetist at Penn Symphony Orchestra (Clarinetist: 2017 – 2018, Principal: 2018 – Current)
- Programmer at UPGRADE Game Development (2018 – Current)
- Member of IEEE-HKN Honor Society (2019 – Current)
- Volunteer at Philabundance (2014 – 2017)