

Jong Lee

✉ jonghoonlee98@gmail.com | 🏠 www.jonghoonlee.com

Education

Tufts University

BS IN COMPUTER SCIENCE
GPA: 3.6

Expected graduation: May 2020

Medford, MA

Experience

TripAdvisor

INCOMING SOFTWARE ENGINEER INTERN

Jun 2019 – Aug 2019

Needham, MA

Tufts Technology Services

HIGH PERFORMANCE COMPUTING INTERN

Sep 2018 – Dec 2018

Medford, MA

- Automate and create templates for HPC packages used in research computing installation thereby contributing to the HPC open source community
- Test and document results of open source & commercial software packages

Samsung

SOFTWARE ENGINEER INTERN

Jun 2018 – Aug 2018

Ridgefield Park, NJ

- Developed a desktop application PC-Monitoring using node.js & electron that monitors a PC's health
- Created a dashboard using Bootstrap that displays info of PCs running PC-Monitoring and remotely start applications using api calls
- Captured images from RTSP streams and converted them to base64 data that is then stored in Amazon DynamoDB and displayed on the dashboard
- Utilized Paper.js to display moving objects on a still image to represent the movement of humans

Tufts Technology Services

RESEARCH TECHNOLOGY INTERN

Sep 2017 – Dec 2017

Medford, MA

- Created web application templates and forms using HTML & Javascript
- Organized data on LabArchives, an electronic lab notebook used by researchers, and developed widgets to provide better interface

Skills

Programming: C++, C, Javascript, Python, C#, Java

Tools: HTML & CSS, SQL, Unix, Git, MongoDB, Express.js, AngularJS, Node.js, jQuery, React Native

Projects

Smart Health Monitoring Application

Oct 2018 - Dec 2018

REACT NATIVE

- Developed a mobile application that allows users to track their lifestyle and suggest ways to become healthier
- Utilized npm libraries to calculate physical, dietary, and activity metrics

Person Track

Jul 2018 - Aug 2018

PYTHON

- Developed an application using OpenCV that detects people moving and is able to visually track and trace their movement
- Improved OpenCV's motion detection algorithm to more efficiently track relevant objects & eliminate unwanted objects

Red Yellow Green

Nov 2017 - Dec 2017

C#

- Developed a game with Unity to regulate traffic at a 4-way intersection
- Created algorithms to spawn cars and pedestrians appropriately

Relevant Courses

Algorithms, Data Structures, Database Systems, Software Engineering, Computer System Security, Programming Languages, Machine Structure and Programming, Web Programming, Computation Theory