Jong Lee

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Programming
C
C++
Python
Javascript

Tools & Frameworks
HTML & CSS
Unix/Linux
Bootstrap
electron
MongoDB
AngularJS
express.js
node.js
Visual Studio Code
Jquery
GDB
Matlab
Mathematica

Languages
Korean

Education

Tufts University **Bachelor of Science in Computer Science** 2016 - 2020
• GPA: 3.74

Relevant Coursework

Algorithms, Computer System Security, Data Structures, Machine Structure and Programming, Web Programming, Discrete Math, Game Design
Fall 2018 Courses: Software Engineering, Programming Languages

Experience

06/18-08/18 **Samsung SDSA** Web Development Intern
• Create a desktop application PC-Monitoring using node.js and electron that monitors a PC's health and starts applications remotely using AWS api calls
• Create a dashboard using Bootstrap that can display info of PCs running PC-Monitoring and remotely start applications
• Create a python application using OpenCV that detects people moving in a RTSP stream and tracks their movement

09/17-12/17 **Tufts Technology Services** Research Technology Intern
• Create and improve web application templates and forms using HTML, CSS, and Javscript
• Organize data on LabArchives, an electronic lab notebook used by researchers, and develop widgets to provide better interface
• Migrate templates and forms from one lab notebook solution to another

07/15-05/16 **New Jersey Institute of Technology** Biomedical Engineering Intern
• Coded in Matlab to improve toolboxes like Statistical Parametric Mapping, and Group ICA of fMRI toolbox
• Submitted a research abstract to the Northeast Bioengineering Conference and competed in the undergraduate design competition

Projects

10/2017 **Arith** C
• Created a program that can compress and decompress jpg images
• Utilize bit extraction, machine arithmetic, and endianness

04/2017 **Gerp** C++
• Created a program like the Unix command grep using a trie as the main data structure
• Implemented a breadth first search algorithm to traverse through all the files
• Developed skills to distinguish which algorithms and data structures are most efficient for run time and space requirements

12/2017 **RYG** C
• Created a game using Unity that where user regulates traffic at a 4-way intersection
• Created algorithms to spawn cars and pedestrians appropriately