

# Jong Lee

✉ jonghoonlee98@gmail.com | ☎ (201) 820-8644

## Education

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### Tufts University

BS IN COMPUTER SCIENCE  
GPA: 3.6

Medford, MA

Sep 2016 – May 2020

## Experience

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### TripAdvisor

INCOMING SOFTWARE ENGINEER INTERN

Needham, MA

Jun 2019 – Aug 2019

### Tufts Technology Services

HIGH PERFORMANCE COMPUTING INTERN

Medford, MA

Sep 2018 – May 2019

- 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 SDSA

SOFTWARE ENGINEER INTERN

Ridgefield Park, NJ

Jun 2018 – Aug 2018

- 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

Medford, MA

Sep 2017 – Dec 2017

- 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

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

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

## Projects

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### 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

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