Jong Lee

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Programming
C++
C
Javascript
Python
Java

Tools & Frameworks
HTML & CSS
Unix/Linux
jQuery
Bootstrap
electron
MongoDB
DynamoDB
express.js
AngularJS
node.js
Visual Studio Code
IntelliJ IDEA
Matlab
Mathematica

Education

Tufts University **Bachelor of Science in Computer Science** Graduation: May 2020
• GPA: 3.74

Relevant Coursework

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

Experience

09/18-05/19 **High Performance Computing Intern** Tufts Technology Services
• 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
• Study the software build process & develop open source software

06/18-08/18 **Web Development Intern** Samsung SDSA
• Developed a desktop application PC-Monitoring using node.js & electron that monitors a PC's health
• Created a dashboard using Bootstrap that can display info of PCs running PC-Monitoring and remotely start applications using AWS 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

09/17-12/17 **Research Technology Intern** Tufts Technology Services
• Created web application templates and forms using HTML & Javscript
• Organized data on LabArchives, an electronic lab notebook used by researchers, and developed widgets to provide better interface
• Migrated templates and forms from one lab notebook solution to another

07/15-05/16 **Biomedical Engineering Intern** New Jersey Institute of Technology
• 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

07/18-08/18 **PersonTrack** 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

11/17-12/17 **RYG** C#
• Developed a game with Unity to regulate traffic at a 4-way intersection
• Created algorithms to spawn cars and pedestrians appropriately