Jong **Lee**

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

Education

Tufts University ***Expected graduation: May 2020***

BS in Computer Science *Medford, MA*

GPA: 3.6

Experience

TripAdvisor *Jun 2019 – Aug 2019*

Incoming Software Engineer Intern *Needham, MA*

Tufts Technology Services *Sep 2018 – Dec 2018*

High Performance Computing Intern *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 *Jun 2018 – Aug 2018*

Software Engineer Intern *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 *Sep 2017 – Dec 2017*

Research Technology Intern *Medford, MA*

- 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

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