

Joshua Lee

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Skills

Languages: Java, C#, HTML/CSS, JavaScript, C++, Python, PHP, ARM Assembly

Tools & Frameworks: Android SDK, jQuery, Node.js, AngularJS, Express, MongoDB, SQL, Git, Bootstrap, HoloToolKit, Unity, Firebase

Experience

TD Innovation Lab

Waterloo, ON

Solutions Developer

May 2016 – Aug 2016

- Created applications through product research, ideation, wireframes, and prototypes while maintaining user centric design
- Wrote a singleton cache which was utilized to store persistent data, increasing the speed of saving and loading data by over **200%**
- Deployed application to the **Microsoft HoloLens** using the Unity3D game engine, leveraging the Unity C# framework and Blender3D
- Utilized Android's Near Field Communication capabilities to transfer data between devices in the form of a tag

Projects

Blabble – github.com/joshlee96/blabble

Sep 2016

- A virtual blackboard which enables users to anonymously post and share their thoughts with the world
- Designed blog API to be RESTful and modular using **Node.js** and **Express** and ensured atomicity in all **MongoDB** operations

Task Plus – github.com/joshlee96/taskplus

Aug 2016

- Built an Android task managing app designed to help people stay organized
- Developed backend infrastructure using Android's **Content Provider** and **embedded SQLite database** with full CRUD capabilities all implemented on a material design interface
- Stored persistent data using the **Realm** database, leveraging its ability to query and store data efficiently

Path Finder

Mar 2015

- Utilized Android's **accelerometer** and **gyroscope** to track user's location in a defined space
- Implemented Dijkstra's path finding algorithm to guide the user from point A to point B
- Created a **99% accurate** step counter using a Low-Pass-Filter to eliminate false steps

Education

University of Waterloo – 2A Computer Engineering

2014 – Current

Expected June 2020 | Waterloo, ON