

Joshua Lee

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Skills

Languages

Java, Go, JavaScript, Python, C, C++, C#, Swift, HTML, CSS

Tools

Git, SQL, Bash, Keras, Vim, Node.js, Travis CI, Gradle, MongoDB, Android, Jupyter Notebook, SVN, Guice

Experience



Software Engineering Intern

San Francisco, CA

September – December 2019

- Integrated and extended a service into the Rewards platform, resulting in a robust backend-driven message configuration system
- Led data migration on a table containing all driver content metadata at Uber - **1.5 billion** records in size



Software Engineering Intern

Sunnyvale, CA

January – April 2019

- Worked on the next-generation translation server, increasing the speed in which assets are sent off for translation by **5x** and reducing the daily load onto **WorldServer** by **100x**
- Implemented a **data mapper** that supports the bi-directional-conversion between a set of translatable asset files extracted from source control and Artifact objects
- Wrote middle-tier REST APIs to persist meta-data about translation-request instances in **MySQL**



Software Engineering Intern

Sunnyvale, CA

May – August 2018

- Modeled and trained **feedforward neural networks** on over **1,000,000** data-points to predict GPU/CPU performance across various benchmarks, accurate to within **10%** error on average



Software Engineering Intern

Sunnyvale, CA

September – December 2017

- Developed monitoring infrastructure and post-processing layers which provide hardware key-level data at **microsecond** granularity
- Helped triage a serialization issue on the GeekBench OpenCL benchmark for a particular MacOS build train, resulting in a performance increase of **28%**



Software Engineering Intern

Toronto, ON

January – April 2017

- Restructured Mongoose schemas resulting in an **85%** reduction of memory consumed by the server
- Developed token-based authentication services following **OAuth 2.0** protocols on both web and mobile platforms



Solutions Developer

Waterloo, ON

May – August 2016

- Developed an interactive AR app for the **Microsoft HoloLens** using Unity3D and Blender3D

Education

[University of Waterloo](#) – Candidate for Bachelor of Computer Engineering, 4B

2014 – Present

- **Dean's List Recipient:** Rank #6/103 (2B term) | **Expected Graduation:** April 2020