

Catherine Lee

catherinelee274@yahoo.com
<https://www.linkedin.com/in/catherinelee274/>
<https://catherinelee274.github.io/>
<https://github.com/catherinelee274>

Education

Univ. of California, Santa Cruz - *B.S. Computer Science* - GPA: 3.7/4.0 Aug 2017 - June 2021

Courses Abstract Data Types, Data Structures, Discrete Mathematics, Linear Algebra, Assembly Language, Multivariable Calculus

Extracurricular Activities CruzHacks (Event Coordinator), Santa Cruz Artificial Intelligence (Founder and President)

Skills

Proficient: Java, Python (TensorFlow, Pytorch, Flask, OpenCV), Docker, AWS, Azure, Git, Unix

Familiar: Spark, Scikit-Learn, C, HTML/CSS, JavaScript (NodeJS, Express)

Experience

Qualcomm Institute, San Diego, CA - *Machine Learning Intern* June 2018 - September 2018

- Built a species classification tool with deep learning and convolutional neural networks in TensorFlow under Prof. Ryan Kastner.
- Retrained tensorflow modules (ResNet, InceptionV3) using transfer learning on drone imagery dataset for mangrove

UCSC Robotics, Santa Cruz, CA - *Software Engineer Lead* January 2018 - PRESENT

- Led 20+ undergraduates under the Cyber Physical Systems Research Lab to create software for remotely operated underwater vehicle and autonomous miniature race car.
- Coordinated and assigned team code segments for computer vision tasks such as autonomous line following and shape detection in OpenCV

Adobe, San Jose - *Software Intern* June 2016 - September 2016

- Girls Who Code - Built a chrome extension to enforce productivity using JSON, HTML/CSS, and JavaScript.

Projects

PictRNNary - *TensorFlow, Google Magenta, NodeJS, Express*

Won Best Use of Azure @ Cal Hacks 2018 out of 2000+ participants. Web application where you play pictiography against a Recurrent Neural Network that generates human-like sketches.

MeasureM Sentiment Analysis - *Scikit-Learn, Selenium, BeautifulSoup*

Uses Natural Language Processing to determine user's stance on #MeasureM based on tweets

GoodWill Donor Engagement - *NodeJS, Express*

A web application to gamify donations and incentivize Goodwill donors to regularly engage with the platform.