Junho Lee

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EDUCATION

University of Virginia   **Expected May 2025**
BA, Computer Science and minor in Statistics   *Charlottesville, VA*
- Relevant Coursework: Data Structures and Algorithms 2, Computer Systems and Organization 2
- 4.0 GPA, Dean's List of Distinguished Students Fall 2022

Thomas Jefferson High School for Science and Technology   **June 2022**
High School, 4.502 GPA   *Alexandria, VA*

WORK EXPERIENCE

UIUC+ Summer Research Program   **May. 2023 – Present**
Research Assistant   *Remote*
- Collaboratively working on expanding software testing
- Reviewing previous works and research
- Participating in weekly meetings and communicating through Slack

UVA CS 2120: Discrete Mathematics and Theory 1   **Jan. 2023 – Present**
Teaching Assistant   *Charlottesville, VA*
- Holding weekly office hours to guide students through technical problems
- Participating in weekly staff meetings to write/grade quiz questions and discuss logistics
- Assisting instructor during lectures and answering students' questions

PROJECTS

DataProfiler (Open-source Contributions)   **May. 2023 – Present**
- Wrote 10+ merged pull requests to repository
- Fixed project's Python type checking configuration and resolved new type errors
- Researched solutions from other projects and discussed options with maintainers on GitHub

ResuMatch (HooHacks 2023)   **Mar. 2023**
- Used an API to query and process job data from LinkedIn and find matches to PDF resume
- Wrote a Flask backend with REST API, combining team members' individual contributions
- Presented the project to judges with live demo

Wikipedia iOS App (Open-source Contributions)   **Dec. 2022 – Jan. 2023**
- Opened pull requests for bug fixes and features which were approved and merged by maintainers
- Fixed bugs based on user reports, in large Swift/Objective-C codebase with little documentation

National Parks Map   **Nov. 2022 – Dec. 2022**
- Wrote a Python script to extract data from a saved Wikipedia article
- Visualized 63 U.S. national parks using React.js and Mapbox

Neural Network Collision Physics Engine   **July 2020 – Jan. 2021**
- Collected motion data from collision simulations
- Trained neural networks using PyTorch to handle collisions between 2D objects

SKILLS

Python, JavaScript, React.js, HTML, CSS, Java, C++, Bash, Swift, R, Git, Xcode