

Josiah William Lee

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EDUCATION

UNIVERSITY OF CALIFORNIA, RIVERSIDE

June 2020 (Expected Graduation)

Computer Science Major | Bachelors of Science

GPA: 3.70

- **Dean's Honors List:** Spring 2017 | Winter 2018 | Fall 2018 | Winter 2019 | Spring 2019
- **Chancellors Honors List (Dean's Honors List for all quarters in an academic year) :** Academic Year 2018 - 2019
- **Chancellors Scholarship:** Fall 2016

Relevant Coursework Completed: Discrete Structures | Algorithms | Data Structures | Software Construction | Machine Organization and Assembly Language | Logic Design | Automata and Formal Languages | Design of Operating Systems | Design and Architecture of Computer Systems | Computer Graphics | Virtual Reality | Compiler Design | Introduction to Machine Learning and Data Mining | Database Management Systems

TECHNICAL SKILLS

- **Languages:** C++, Java, Python, SQL, HTML, CSS, and Javascript (React, Jest, Semantic UI, D3.js, Chart.js, Bootstrap)
- **Design and Photography:** Adobe Photoshop, Illustrator, and Lightroom, Sony Mirrorless Cameras and Canon DSLRS

WORK AND VOLUNTEER EXPERIENCE

Iterable Software Engineering Front End Intern | San Francisco, CA

June 2019 – Present

- Currently working on the Product Applications team in agile development to improve and develop Iterable's application
- Added new features and pages to an existing React Codebase, testing each new component extensively, through converting older Angular pages into React and building small Scala API endpoints to retrieve information
- Integrated with other application's APIs, such as Zuora, to GET and POST data for the creation of internal tools to assist Sales and Finance Specialists within Iterable

Riverside County Health Informatics Project Programmer | Riverside, CA

November 2018 – Present

- Working on a research team of students with Professor Paea Lependu to develop an interactive web app in React with a Django Rest API that interacts and pulls from an updateable database and uses data visualization technology to produce reporting analytics dashboards and reports on the homeless population in Riverside County
- Built scripts as part of an information modification pipeline in python, to clean and format datasets for visualization

Mirixa: Reporting Analytics Intern | Emeryville, CA

July 2017 – September 2017

- Developed entry to intermediate skills regarding HTML, CSS, and Javascript, including several Javascript libraries with regards to Data Visualization including, D3, Chart.js, and Bootstrap
- Created an online web portal accessible to in-house teams for use on sales presentations and reporting analytics updates

OTHER EXPERIENCE

UCR Association for Computing Machinery | Riverside, CA

October 2018 – Present

- Participated in ACM events and preparatory courses, such as hackathons and interview preparation and skill development

Collegiate Cyber Defense Competition Invitational Team Member | Riverside, CA

October 2018 – December 2018

- Assumed administrative and protective duties for an existing "commercial" network defending 7-10 servers and common Internet service such as a web server, a mail server, and an ecommerce site against a team of hackers

PROJECTS

RCHI Web Dashboard | React - Javascript

- Built a React App from the ground up as the sole developer on the Web Development Team for 7 months until June 2019
- Learned how to construct a Rest API and run GET and POST commands to connect to a SQLite database.
- Utilized Javascript libraries for visualization and development: Leaflet.js, Chart.js, Bootstrap, Axios.js, and React-Router

Rshell | C++

- Created a command line shell capable of reading in bash commands along with OR and AND connectors, that differentiates between comments and commands, in addition to input and output redirection

Nearest Neighbor | Python

- Implemented a brute force and a divide and conquer algorithm that returns the two closest points within a file with a list of points in text form, and a profile of the program with how long the program ran and how many times each method was utilized

Tetris | Java

- Utilizing GUI boxes and simple graphics implemented basic tetris game play