Jeffrey Lee

jsl019@ucsd.edu | (408) 368-1509 | https://www.linkedin.com/in/jeffreylee8807/

Education

University of California, San Diego - La Jolla, California

Expected Graduation: June 2026 | GPA: 3.842

Major: Computer Engineering

Relevant Coursework:

Advanced Data Structures, Design & Analysis of Algorithms, Computer Organization & Systems Programming, Software Tools & Techniques Lab, Mathematics for Algorithms & Systems, Components & Circuits Lab, Circuits & Systems, Analog Design, Engineering Probability & Statistics, Physics (Electricity, Magnetism, Fluids, Waves, Thermodynamics, & Optics), Calculus, Linear Algebra, Differential Equations, Discrete Mathematics

Skills

Technical

- Languages: Java, Python, C, C++, Linux Command Line, MATLAB, HTML.
- Object-Oriented Programming, applications of Data Structures and Algorithms, Systems Programming in C and Assembly, with experience programming microcontrollers such as Arduinos.
- Analog Design, Circuit Analysis, applications of Circuits and their Components.
- Cisco certified in introductory Cybersecurity concepts (threats, attacks, vulnerabilities, approaches to threat detection & defense).

Tools & Libraries

- Programming with IntelliJ IDEA and Eclipse IDEs, Vim, and the Visual Studio Code code editor.
- Designing circuit schematics, conducting simulations, and analysis with LTSpice and PSpice.
- Testing circuits using Oscilloscopes, Multimeters, DC Power Supplies, Function/Waveform Generators, and VirtualBench.
- Application of standard collections and libraries in Java and C++, and Python libraries such as Numpy and Pandas.
- CAD/3D Modeling with Onshape (Certified by Onshape in Part Design) with experience working with 3D Printers.
- Oracle certified as an Oracle Cloud Infrastructure Foundations Associate, demonstrating proficiency of foundational concepts in OCI.

Projects

File Compressor & Decompressor

• Programmed a compressor and decompressor in C++, implementing Huffman Coding to achieve lossless file encryption/decryption.

Line Following Robot

- Collaborated in a team to build a robot to follow a black line on a white surface, with a key role in programming and wiring components.
- Worked with 3D modeling and printing, soldering, Arduino programming, and control system testing (to optimize PID).

ASL Interpreter

- Developed a program in **Python** that detected American Sign Language from the video camera in real time utilizing **Computer Vision**, interpreting the hand signs to letters in the English alphabet, which were then outputted as text-to-speech.
- OpenCV, Mediapipe, Tensorflow, and other open-source resources were implemented in the project.

Dungeon Crawler Game

- Spearheaded a team in the organization and creation of a game by directing its structure and components while mapping out the main objectives of each week during the development of the project.
- Implemented multithreading, efficient algorithms, and diverse data structures in Java for the game's mechanics and functionalities.

French Phrases Project

• Built a program in **Python** that received individual components of a phrase in the French language to produce a grammatical and structural sentence while explaining the intricate rules in French grammar that were applied.

Speaker (Audio Amplifier)

- Collaborated in a group to build a speaker that amplifies audio input, additionally enabling volume adjustment.
- Led the testing and organization of the circuits/wiring, along with soldering the components in our prototype design.

Leadership & Activities

Member | Institute for Electrical & Electronics Engineering – Eta Kappa Nu (IEEE-HKN) at UCSD

April 2023 – Present

- Successfully selected for and inducted into HKN, a national engineering honor society for Electrical Engineering and Computer Science, fulfilling the requirements based on scholastic standing (within the top 20% of my class), character, and leadership.
- Engaged with peers and professionals, developing skills in leadership, computing, and community involvement.

Member | Association for Computing Machinery at UCSD

October 2022 - Present

- Engaged in a community of students with shared interests in Computer Science and Engineering.
- Explored new topics and developed skills through hands-on workshops and activities pertaining to Software Engineering,
 Cybersecurity, Machine Learning, Artificial Intelligence, 3-D Printing, and other technical and professional aspects of the field.

Student | ECE Summer Internship Prep Program at UCSD

August 2022 – September 2022

- Developed professional and technical skills relevant to the industry and my career in Computer Engineering.
- Worked with CAD, Circuit Python, PCB Design, Machine Learning, Computer Vision (OpenCV), and other tools.