KAYNE LEE

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EDUCATION

Queen's University Sept 2022 – May 2026

Bachelor of Applied Sciences & Engineering (Honors) – Computer Engineering

• GPA: 3.34/4.3; Queen's University Excellence Scholarship

WORK EXPERIENCE

Queen's University | Teaching Assistant (APSC 142)

Jan 2023 – Present

• Facilitated student comprehension of coding concepts through tailored support and collaborated with instructors to develop engaging learning materials and assessments, contributing to the education of students.

Debacle inc. | Software Engineering Intern.

Dec 2023 – Present

• **Engineered** a Shopify plug-in, which uses a **machine learning algorithm** trained off Shopify stores. This algorithm takes different stores as inputs and returns key words for Shopify users.

Denso | Summer Student Associate

May 2023 – Sept 2023

Manufactured and developed HVAC and ECM Units for different companies such as Ford, Toyota, Lexus, and Honda. Conducted N² and NVH tests to ensure quality of each individual unit.

EXTRACURRICULAR ACTIVITIES

QMIND | Web Development Coordinator

May 2023 - Current

React, Next, Tailwind CSS, Framer Motion

Developed the QMIND.ca website into a professional brand to showcases talent of the QMIND community.

QUANTT | ML Algorithmic Trading Developer

Sep 2023 - Current

Python, QUANTT Connect

Developing trading algorithms using machine learning with a strategy of our choosing and test it against real
world stock market.

QWeb | **Development Director**

Sep 2023 - Current

React, Tailwind CSS, Framer Motion

Developing the official QWeb website. Helping the development with stages of the development sprint.

PROJECTS

Bitcoin Price Predictor

Python, Jupyter Notebook

 Developed a machine learning algorithm to predict the future price of Bitcoin using historical price and sentimental data. Integrated a XGBoost model to improve accuracy of the next day predictions of the price.

Wordle

React.js, JavaScript, Node.js, JSON

• Engineered a copy of the Wordle game. Developed the backend using JSON. Created this application using React.js for front end.

racman C++

• Engineered the game Pacman using C++. Applied different libraries to the game so the game could be played in the terminal.

TECHNICAL SKILLS

- Languages: JavaScript, TypeScript, HTML, CSS, Python, C/C++, SQL
- Frameworks/Libraries: React, Node.js, Next, Framer Motion, Tailwind
- Technologies/Software: Figma, Git, GitHub, Netlify, Arduino, Jupyter Notebook