

KAYNE LEE

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EDUCATION

Queen's University Sept 2022 – May 2026
Bachelor of Applied Sciences & Engineering (Honors) – **Computer Engineering**
• GPA: 3.3/4.3; Queen's University Excellence Scholarship

WORK EXPERIENCE

Denso | Summer Student Associate May 2023 – Sept 2023
• Manufactures 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.

Shoppers Drug Mart and Pharmacy | Supervisor Sept 2020 – Sept 2023
• **Supervised** the employees and customers to ensure the workflow was productive. Communicated with customers regarding any customer service issue within the store. **Monitored daily cash inflow** with SDM system and audited the financial statements.

EXTRACURRICULAR ACTIVITIES

QMIND | Web Development Coordinator May 2023 - Current
[React](#), [Next](#), [Tailwind CSS](#), [Framer Motion](#)
• **Developed** the **QMIND.ca** website into a **professional** brand that showcases talent of the QMIND community.

QUANTT | Algorithmic Trading Developer Sep 2023 - Current
[Python](#), [QUANTT Connect](#)
• **Developing trading algorithms** 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

Personal Portfolio Website | kaynelee.com React.js, Framer Motion, Node.js
• **Engineered** my portfolio to showcase my work. **Developed** the front end and **launched** the website on a custom domain.

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.

Pacman 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++
- **Frameworks/Libraries:** React, Node.js, Next, Framer Motion, Tailwind
- **Technologies/Software:** Figma, Git, GitHub, Netlify, Arduino