# 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

**Debacle inc. | Machine Learning 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 $N^2$ 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 that 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.

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