Kelly Lee
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Education

Cornell University, College of Arts & Sciences   GPA: **3.9**
Bachelor of Arts in Computer Science, 2023   Ithaca, NY
Coursework**:** Introduction to Computing using Python, Object Oriented Programming and Data Structures, Discrete Mathematics, Linear Algebra for Engineers, Functional Programming and Data Structure, Computer Vision

Experiences

IBM   Remote
Incoming Front-end Developer Intern   Summer, 2022

- Migrated IBM Marketplace's self-service checkout page built with Angular and Typescript to the latest Angular version 14 and implemented icons and footer components from upgraded packages.
- Eliminated over 400 vulnerabilities and enhanced end to end testing expanding test coverage.

IBM Accelerate Program   Remote
Software Track Participant   June 2021-July 2021

- One out of 300 students selected to participate in an 8-week learning program delivered by IBM professionals
- Attended weekly sessions on foundational skills and technical topics covering front-end and back-end technology
- Worked on lab assignments with 5 teammates and completed individual HackerRank exams using JavaScript and CSS

Women in Computing at Cornell   Ithaca, NY
Member & Outreach Volunteer   February 2021-Present

- Assisted 90 min. weekly computer science workshops on Python for 40 middle schoolers
- Answered questions on lab assignments that focus on fundamental programming concepts such as variables, loops, and arrays

Cornell Association of Computer Science Undergraduates   Ithaca, NY
Member   September 2020-Present

- Participate in mentorship program and attend monthly meetings learning about different companies and career paths within computer science

Projects

GUI Game Development Project   September 2020-December 2020

- Independently developed a GUI application that is a clone of Frogger game using Python
- Organized code based on model-view-controller pattern and created an animation using coroutines that interacts with user key press

Odyssea Game Development Project   January 2022-May 2022

- Created game 'Odyssea' from design to development with three teammates using OCaml and raylib. It features graphics, key and mouse inputs from user, adjustable difficulty levels, an AI obstacle, and leaderboard.
- Planned the overall design of the game and illustrated the graphics, in addition to implementing collision detection and item features.

Skills and Interests

Computer Languages: Python, Java, OCaml, JavaScript, TypeScript, Html, CSS
Language Skills: Fluent Korean, Beginner Spanish