

Kevin Lee

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EDUCATION

Northwestern University, B.S. Computer Science – GPA: 3.47 Jun 2020 (Expected)

Upper-level coursework: Data Structures, Computing Systems, Game Design and Development

EMPLOYMENT

Northwestern IT, Tier 1 Support Consultant Feb 2017 – Current

- Restoring productivity of Northwestern community members by triaging and resolving their technology issues through collaborating with full-time staff
- Enhancing departmental reputation and image by providing friendly, empathetic customer service and routing specialized issues to specific departments
- Promoting network security by resolving malware and VPN issues

City of Chicago, Web Development Intern Jul 2015 – Aug 2015

- Developed an intranet web portal for the City's internal web applications using HTML, CSS, and JavaScript
- Implemented basic database creation and search functionality within portal using SQL
- Collaborated with another intern and the departmental head supervisor through weekly meetings following the Scrum work management framework

ACTIVITIES

Institute of Electrical and Electronics Engineers, Project Manager Sep 2016 – Current

- Serving as a project manager for the IE3 technical program, leading brainstorming and hacking sessions for a team of three students to help them design and build a side project
- Organized BadHacks, an 8-hour hackathon for the Northwestern community with 100 recorded attendees, designed event programming and physical venue layout

Northwestern Korean American Student Association, Fundraising Chair Sep 2016 – Current

- Coordinating with treasurer to manage incoming flow of funds, using Excel to track revenue statistics
- Raised \$10,160 within a month to fund organization's cultural show by initializing food sales, managing an online crowdfunding platform, and reaching out to local businesses for sponsorships

PROJECTS

KASCON 2018 Website Dec 2017 – Current

- Website for the 29th annual Korean-American Student Conference, building with HTML, CSS/Sass, Bootstrap, and JavaScript

Tower Defense Game Nov 2017 – Dec 2017

- 3D tower defense game built with the Unity engine, scripted with C# in the Rider IDE
- Features three different types of towers and enemies as well as preset wave spawning and timers

SKILLS

PROFICIENT WITH: HTML, CSS

FAMILIAR WITH: Bootstrap v4, C/C++, C#, Racket, Python, Sass, JavaScript, React.js

OTHER: Korean, IT support, event planning, middle/high school math tutoring