

# Kevin Lee

Computer Science • Software Engineer

kevylees@uw.edu  
<https://kevinylee.github.io/>  
(425) 274 6469

## Experience

**Leda Health.**  
Software Engineer Analyst  
New York (Remote)  
July 2020 – Oct 2020

- Developed map of SANE Nurse.
- Built a conversation bot for communication with survivors
- Designed the architecture for an anonymous community application for IOS and Android platforms.

**Student Technology Loan Technology**  
Student Assistant  
Seattle, WA  
July 2019 – Current

- Facilitate equipment reservation requests using an online reservation system.
- Familiarization of satellite office locations and differences in equipment stock.
- Gain operative knowledge of a wide variety of technological equopment offered by the loan program.

## Projects

**SupyBlog**  
Python

- A full stack blog web application with user flow and other general blog functionality.
- Using Flask Web framework and a SQL database to persist user and blog data.

**Memory Allocation**  
C

- Implemented and tested a memory management package that has the same functionalities libraries: “malloc” and “free”.
- Utilized software development tools like “make”

**Guitar Simulation**  
Java

- Built a computer keyboard playable guitar with object oriented programming.
- Integrated the Karplus–Strong Algoritihm to replicate accurate pitches, pluck vs pick sounds, and frequencies.

**Kobe Bryant**  
Python

- Measured Kobe Bryant’s effectiveness on the Los Angeles Lakers using raw statistics.
- Data analysis and visualization conducted utilizing “sklearn” and “matplotlib”.

## Education

**University of Washington**  
Seattle–Bothell, WA  
Class of 2023

Major:  
Computer Science (BS)

**Relevant Courses**

- 2019–2020: Computer Programming I & II (Java), Web Programming, Data Programming (Python),
- 2020–2021: Technical Foundations (R), Data Structures and Algorithims (Java), Database Systems (SQL), Programming Concepts and Tools (C)

## Skills

OOP  
Python  
Java

C  
R  
HTML/CSS

JavaScript  
Web Development  
SQL