

# Gabriel Lee

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## CARNEGIE MELLON UNIVERSITY

### B.S. Computer Science (Aug 2019 – May 2023)

- Introduction to Computer Systems
- Distributed Systems
- Parallel Computer Architecture and Programming
- Cryptocurrencies, Blockchains, and Applications
- Introduction to Machine Learning
- AI: Representation and Problem Solving

### Gnomad Research Assistant (Spring 2022)

- Programming language development for TickTalk: a distributed systems runtime
- Designing language grammar and implementing the lexer & parser
- Developing the code-generator to convert parsed tokens into TickTalk, a Python-based backend (TTPython)

### 15-330 Teaching Assistant (Spring 2022)

- 15-330: Introduction to Computer Security
- Office hours hosting, grading, forum answering
- Cryptography assignment leader
- Web Security assignment helper

## PROJECTS

### Webored (Jan 2022 – Present)

- webored.github.io/match, webored.github.io/slides
- Website with a collection of games to play when bored
- Designing/developing games with JavaScript using HTML Canvas

### Bullet Backlog (Aug 2020 – Jan 2021)

- www.github.com/kiblitz/bullet-backlog
- Topologically ordered CLI task management tool
- Implemented task creation system (with subtasks and other various attributes) that chains tasks in a relationship chain (TODO parents before children)
- Written in Python and powered by SQLite3

## EXPERIENCE

### Jane Street SWE Intern (May 2022 – Aug 2022)

### Google SWE Intern (May 2021 – Aug 2021)

- Google Cloud Platform: Google Kubernetes Engine
- Designed/implemented a scalable internal service in Go which attaches insights onto GKE incidents
- Wrote a library for developing GKE insight modules which reduces code volume by ~ 66%
- Deployed a scalable server module that responds to RPCs by running all GKE insight modules in parallel
- Developed GKE insight modules: related bugs, cluster diagnostics & mitigations, zonal packet loss (graph)

### Facebook SWE Intern (May 2020 – Aug 2020)

- Facebook Reality Labs: Telepresence Software Team
- Designed/implemented a metrics analytics framework in C++ for FRL workspace with console, file, and FB backend output
- Developed a Unity C# native plugin using data serialization for the metrics analytics framework
- Wrote internal tools (Unity & CLI) using C# and Python for viewing and playing back codec avatar nodes
- Wrote Hack/PHP scripts for bulk uploading/deleting codec avatar nodes on FB backend

## SKILLS

- **Code:** Python, Go, Java, C/C++, C#, OCaml/SML, JavaScript/TypeScript
- **Technologies:** Cloud (AWS/Azure), Github, Android
- **Tools:** Linux, Git/Mercurial, Vim, SQL

## ACTIVITIES

### lichess.org (chess)

- lichess.org/@/OzzieShazam
- Rated 2500+ bullet
- Rated 2400+ blitz & rapid