

# Kenneth Lee | Software Engineer

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## Experience

### Samsara

#### Team Lead

Leading a team of six engineers for the asset tracking software product team.

- Founding engineer for the asset team
- Prototyped fullstack features for go to market for the AG24 powered asset tracker.
- Worked cross functionally with design and PM as the primary engineering stakeholder
- Grew asset product group from 150k ARR to 10 million ARR in 1.5 years.
- Prototyped new AG45 unpowered asset tracker which grew to 1 Million in bookings in 3 months.

San Francisco, CA

August 2017-Current

### MongoDB

#### Systems Software Engineer

Implemented a fast low-latency transport layer for the databases network interface.

- Implemented shared memory support for sharding and replica sets.
- Implemented a transport layer ontop of OpenMPI between server and client drivers.

New York, NY

Summer 2016

### Chegg

#### Full Stack Engineer Intern

- Increased user conversion by continuing the sign in UX flow to the desired page after sign up.

San Francisco, CA

Summer 2015

### Weill Cornell Medicine

#### Web Analyst Intern

Partner with program manager to identify opportunities for new physician CMS.

- Reorganize information hierarchy to improve accessibility for high traffic pages.
- Performed data audit on google analytics identifying key pages with high bounce rate.

New York, NY

Summer 2014

## Education

### Cornell University

Bachelor of Science, Computer Science

2013–2017

GPA : 3.75

#### Relevant Courses

- |                           |                           |                                  |
|---------------------------|---------------------------|----------------------------------|
| ◦ Machine Learning        | ◦ Statistics              | ◦ Theory of Leadership           |
| ◦ Data Driven Web Apps    | ◦ Game Design             | ◦ Entrepreneurship for Engineers |
| ◦ Artificial Intelligence | ◦ Human Robot Interaction | ◦ Intro to Cognitive Science     |

## Projects

### Canon: Project Lead

- Lead a team of 5 engineers and 2 designers on an iOS game.
- Winner of Best iOS Game in GDIAC Cornell's Game showcase.
- Invited to showcase at Boston festival of indie game.
- Extensive playtesting validating new gameplay mechanics with actual players.

### Deserted: Project Lead

- Lead a team of 6 engineers and 1 designer on a desktop turn based tactics game.
- Accepted to showcase at the Boston Festival Indie Games.

### GoT-War of 5 Kings Viz: Project

- Lead team of 3 engineers for final project of a data visualization course.
- A data viz animating the movement of the armies during the War of the 5 Kings in Game of Thrones.
- Top interactive web visualization for the course included in instructor showcase for future classes.