Kenneth Lee | Software Engineer

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Education

Cornell University   **2013–2017**
Bachelor of Science, Computer Science   *GPA : 3.80*

Relevant Courses

- OOP and Data Structures
- Functional Programming
- Machine Learning
- OS Practicium
- Database Systems
- Distributed Systems
- Analysis of Algorithms
- Computer Systems
- Game Design Architecture
- Artificial Intelligence
- Data Driven Web Apps
- Network Market Design

Course TA

TA-CS 4820: Analysis of Algorithms   *Spring 2016*

- Tested difficulty of exam/homework questions, administered and graded exams and homeworks.
- Lead office hours teaching concepts of algorithms: greedy, dynamic programming, NP complete etc.

Experience

MongoDB   **New York, NY**
Systems Software Engineer (C,C++)   *Summer 2016*
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.

Chegg   **San Francisco, CA**
Full Stack Software Engineer (Python,Javascript)   *Summer 2015*
Worked on the online tutoring app Chegg Tutors using Django and PostgresSQL.

- Improved the sign in modal to carry on to the desired page after signing in.
- Created celery task cleaning up 3 million idle connections for the in-app messenger.

Weill Cornell Medicine   **New York, NY**
Web Intern (HTML/CSS)   *Summer 2014*
Worked with the web development team to create the new physician CMS.

- Created CSS and HTML templates for the website mockups.
- Learned QA process, AGILE methodologies, and web analytics.

Projects

Deserted: Project Lead   *Java, yaml*

- Accepted to showcase at the Boston Festival Indie Games.
- Fantasy Turn-based Tactics game developed on libGDX and openGL.

Distributed Playlist: Class Project   *Python*

- Implemented a fault-tolerant distributed playlist using 3-phase commit protocol.

Cloud Autograder: TA Project   *Docker,Python*

- Creating an extensible automated cloud autograder which packages student submission
  into unit-testing docker apps and then scheduling these apps to run through HTCondor.

Funny LoL: Project   *Ruby*

- A web app displaying a stream of recently played funny champion and build combinations.
- data mines Riot's League of Legend API to construct a multivariate gaussian distribution to detect strange builds.

GoT-War of 5 Kings Viz: Project   *D3.js*

- A data viz animating the movement/size of the armies during the War of the 5 Kings in Game of Thrones.

Intern Coffee App: Hackathon   *Swift,Node.js*

- A fun iOS app for Chegg's internal hackathon in which fulltimers can request coffee from interns.

Skills

Language: Python, Java, C, C++, Javascript, OCaml, SQL, Ruby, HTML, CSS

Tools: Git, UNIX, Valgrind, D3.js, Django, Ruby on Rails, Docker, MongoDB, PostgreSQL