Kenneth Lee | Software Engineer

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github.com/kl4kennylee81

Education

Cornell University   **2013–2017**

Bachelor of Science, Computer Science   *GPA : 3.80*

Relevant Courses

- OOP and Data Structures
- Functional Programming
- Machine Learning
- Operating System Practicium
- Database Systems
- Distributed Systems
- Analysis of Algorithms
- Computer Systems
- Game Design Architecture

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*

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

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

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

Cornell Bio-Robotics and Locomotion Lab : Research   *Python*

Skills

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

Tools: Git, UNIX, Valgrind, D3.js, Django, Ruby on Rails, Node.js