

Kenneth Lee | Software Engineer

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Education

Cornell University

Bachelor of Science, Computer Science

2013–2017

GPA : 3.80

Relevant Courses

- OOP and Data Structures
- OS Practicum
- Analysis of Algorithms
- Artificial Intelligence
- Functional Programming
- Database Systems
- Computer Systems
- Data Driven Web Apps
- Machine Learning
- Distributed Systems
- Game Design Architecture
- High Performance Networks

Course TA

TA-CS 4820: Analysis of Algorithms

Spring 2016

- Administered and graded exams and homeworks.
- Lead office hours teaching concepts of algorithms: greedy, dynamic programming, NP complete etc.

Experience

Samsara

Member of Technical Staff (Golang, React, Typescript)

Fullstack engineer leading development on the asset gateway product line.

- Released fullstack product features for the launch of the AG24 and AG41 asset gateways.
- Revamped technical phone screen for the engineering organization.
- Grew the asset gateway team to three engineers.

San Francisco, CA

August 2017-Current

MongoDB

Systems Software Engineer (C,C++)

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 Software Engineer (Python, Javascript)

Worked on the online tutoring app Chegg Tutors using Django and PostgreSQL.

- 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.

San Francisco, CA

Summer 2015

Projects

Canon: Project Lead

C++

- Accepted to showcase at the Boston Festival Indie Games.
- Winner of best mobile game at GDIAC Cornell's game showcase.

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.

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.

Skills

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

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