Harrison Lee

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Education

University of Washington

Tacoma, WA August 2019

o BS in Computer Science

GPA: 3.59

o Upsilon Pi Epsilon (UPE) Engineering Honor Society

Dean's List

Experience

Software Developer Intern: Infoblox

June 2019 – September 2019

Internship

- Utilized **Python** to develop tests for an **AWS S3** data monitoring application.
- Wrote functional tests in **JavaScript** for **REST API's**, with **Postman** and **Docker**.
- o Researched and integrated **JavaScript Behave** framework for testing **REST API's**.
- Modified **Dockerfiles** to enable headless chromedriver in **Docker** containers for **end-to-end UI testing**.
- Created thorough technical documentation on **Behave** framework, and **Postman** tests.

Projects

MapleStory Private Server

March 2020 - July 2020

MMORPG

- Developed a MapleStory private server in **JavaScript** and **Java** using source code online.
- o Utilized **AWS Lightsail** as a virtual private server for hosting the game.
- Practiced networking skills by configuring firewall rules and installing FTP Services.
- o Modified **MySQL** database containing game data using **WampServer**.

Modeling Metro Systems

March 2019 – September 2020

Undergraduate Research

- Implemented mathematical models derived from multiple research papers to simulate Physarum, a biological slime mold, directed by university faculty.
- o Simulation developed in **JavaScript**, **HTML**, and **CSS**.
- Strengthened applied algorithmic skills by utilizing Gaussian elimination to solve for unknown variables and depth first search.

DioCraft July 2020 – Present

Discord Bot

- o Created a Discord bot hosted on **Heroku** for managing a Minecraft server through Discord.
- Bot developed in **Python** using **Discord.py** to communicate with Discord chat.
- Utilized MCRcon to connect to the Minecraft server as well as executing RCON commands on the server.

OurHouse July 2020 – Present

Discord Bot

- Built a **Python** Discord bot using **Discord.py** to gather players in a Discord server and organize them into two teams for in house gaming events.
- o Bot hosted on **Heroku** with automatic build and deployment using **GitHub**.