Hyeonho Lee (Daniel)

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EDUCATION

Virginia Polytechnic Institute & State University, Blacksburg, VA **Expected May 2024**

- ***B.S in Computer Science***
- ***GPA: 3.3/4.0(Cumulative) | 3.5/4.0(Major)***
- **Relevant Coursework**: Introduction to Software Design (Java), Intro to Problem Solving in CS, Software Designs & Data Structures (Java), Intro to Computer Organization (C/Linux), Data Structures and Algorithms (Java), Intro to Computer Organization 2 (C/Linux)

SKILLS

Programming Skills & Technologies: Java, Python, C/C++, Scala, Prolog, Golang, Matlab, LaTeX, Linux, HTML, CSS, Docker, JavaScript, Visual Studio Code, MS Office, Eclipse, RStudio

EXPERIENCE

Undergraduate Researcher

Virginia Tech Computer Science Department, Blacksburg, VA **August 2022 – Dec 2022**

- Implemented and customized advanced features to optimize unit testing compatibility with the latest version of JUnit.
- Orchestrated test execution sequencing, guaranteeing the precise order of test runs, a feature not inherent in JUnit.
- Augmented JUnit's built-in assertion library to deliver heightened safety and more detailed diagnostic messages for comprehensive code quality assessment.

PROJECTS

NBA Fantasy Team Optimizer – Web Application

Annandale, VA, Summer 2023

- Developing a full-stack web application using Java (Spring Boot) to assist fantasy basketball enthusiasts in optimizing their teams. Integrated MySQL for data storage and Jsoup for real-time data scraping.
- Implemented sophisticated algorithms for player selection, lineup optimization, and performance analysis, leveraging data structures to ensure fast and accurate data retrieval and manipulation.
- Deploying the application on a cloud platform, delivering accessible and data-driven tools for fantasy basketball enthusiasts.

Chess Game – Game Application

Annandale, VA, Summer 2022

- Implemented a feature-rich Java-based chess game, employing advanced data structures like 2D array for chessboard representation and additional data structures such as stacks and lists for overseeing move history and enabling undo/redo functionality.
- Constructed move validation and checkmate detection algorithms, utilizing efficient data structures to elevate game logic and performance.

Covid-19 Data Reader – Full Stack Project

Virginia Tech, Fall 2021

- Collaborated with a team of three to analyze and visualize Case Fatality Rate (CFR) for five different racial groups from six U.S. states.
- Developed and integrated a Graphical User Interface (GUI) to effectively display data and graphical representations, enhancing user interaction and understanding of the project.

INTERESTS

- Organized basketball, baseball, playing acoustic guitar, and making music.