Jason Lee

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Education

University of California, Berkeley **Aug 2021 - May 2025**
Bachelor of Arts in Computer Science GPA: 3.75/4.0

Relevant Coursework:
CS 61B - Data Structures and Algorithms
DATA 8 - Foundations of Data Science
CS 70 - Discrete Math and Probability
CS 61C - Machine Structures
CS 169A - Software Engineering
CS 61A - Structure & Interpretation of Computer Programs
EECS 16A - Designing Information Devices and Systems
CS 170 - Efficient Algorithms & Intractable Problems
CS 188 - Artificial Intelligence
DATA C100 - Principles & Techniques of Data Science

Work Experience

Lab Assistant for CS 61A **Jan 2022 - Dec 2022**
University of California, Berkeley Course Staff Berkeley, CA
· Taught weekly lab sections with ~40 students and hosted office hours for project help
· Conducted one on one tutoring during class as well as mini lectures in lab sections
· Mastered Java, Python, Scheme, and SQL to provide an engaging academic experience for students

Projects

Search-Engine **May 2023 - Jun 2023**
· Engineered a basic machine learning search engine in python through utilization of NLTK and Scikit-Learn
· Established classic full text search by tokenizing and stemming search queries for reliable similarity scoring
· Deployed user feedback to calculate nearest neighbor weights for each subsequent search query

Convolution **Apr 2023 - May 2023**
· Coded a C program to convolve two 2-dimensional matrices and analyzed possible ways of optimizing code
· Segmented runtime optimization into a few processes of loop-unrolling, SIMD, and MIMD
· Redesigned the utilization of optimization processes to balance overhead and speedup to achieve efficient code

CPU **Feb 2023 - Mar 2022**
· Constructed a CPU system using logisim that could read and run every RISC-V instruction
· Assembled the datapath using self-built register files, arithmetic logic units, and immediate generator
· Applied a two-stage pipeline and occurring hazards to develop a more efficient CPU

Ataxx **Jan 2022 - Feb 2022**
· Implemented a two-player strategic board game where the goal is to maximize pieces like checkers
· Incorporated heuristics and the Minimax Algorithm to return the most optimal artificial intelligence move
· Evaluated the Minimax Algorithm using Alpha-Beta Pruning to improve the runtime of the AI bot

Mini-Git **Mar 2022 - Apr 2022**
· Created a centralized version control system to create a repository that offers basic features of Git
· Utilized Dijkstra's and Kruskal's Algorithm to develop staging, merging, removing, and branching functions
· Integrated Serialized data through SHA-1 hashing to store objects with identical names but unique contents

Leadership Experience

Vice President of Standards **Dec 2022 - Present**
Berkeley Interfraternity Council Berkeley, CA
· Formed a diverse committee of nine members of Berkeley students in fraternities to promote healthy Greek life
· Conducted Standards Board meetings to vote on subjects regarding Berkeley Greek life such as fraternity culture, growth of the student body, and public relations with the University

Skills & Interests

Programming Languages: Python · Java · Scheme · SQL · C++ · C · JavaScript · HTML5 · GraphQL · Lisp
Tools and Frameworks: NumPy · Git · GitHub · JupyterLab · Node.js · React Native · AWS · NLTK · Scikit-learn · JupyterLab · Circuit Design · RISC-V · OpenMP · OpenMP