

# Yoon Lee

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## OBJECTIVES

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Full-stack Developer with 2 years of work and independent project experience. Seeking a position to further develop backend coding skills. Values communication and teamwork.

## EDUCATION

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### University of Virginia

August 2022 - December 2024

School of Engineering and Applied Science | *Virginia, VA*

- **Bachelor of Science in Computer Science (BSCS):** Computer Science
- **Relevant Minors:** Data Science, Mathematics
- **Coursework:** Data Structures & Algorithms | Probability | Software Testing | Computer Systems | Software Design/Engineering

## SKILLS

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**Technical Skills:** Java | Python | C | C++ | C# | PHP | Django | Angular | HTML5 | CSS3 | Javascript | Express.js | Node.js | Unity | SQL | Git | React | MATLAB | Mockito | Gradle | Selenium

**Language Skills:** Korean | English

## EXPERIENCE

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### Smithsonian Institution, National Museum of Natural History

June 2023 - May 2024

#### IT Researcher, Department of Anthropology | *Washington DC*

- Assisted postdoctoral and senior researchers on projects focused on developing innovative software solutions for anthropological data analysis and management at the Smithsonian Institution.
- Provided technical support for publications in works at the Asian Cultural History Program, specifically for collections from the Museum's Korea Gallery, the Korean War, and the Smithsonian's 19th-century diplomatic missions to South Korea.

### Hanwha Group

June 2024 - August 2024

#### Software Developer Intern | *Seoul & San Francisco*

- Co-founded internal startup that revolutionized U.S. veteran health compensation policy.
- Leading software design and development prototype model, aligning with strategic business plans.
- Preparing to pitch the business plan and software prototype to venture capitalists in San Francisco as part of the internship.

### TradimCo.

May 2022 - August 2022

#### Software Engineer Intern | *Philadelphia*

- Developed a prototype of a web app using React.js and Figma for early-stage startup while implementing novel UI design patterns
- Migrated multi-page implementation user experience into a centralized platform increasing user engagement by 53%

## PROJECTS

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### 3D Ghost Leg | Unity, C#

<https://hooing.itch.io/3dghostleg>

- Developed a Ghost Leg game in Unity with advanced data structures and an efficient pathfinding algorithm using C#.
- Implemented a unique adaptive UI that follows 3D world objects, elevating the game's environment and user experience.
- Utilized Unity's GameEngine, Renderer, and Canvas, alongside a distinctive separation of world and scene screens, allowed animal emojis to dynamically follow game paths, enhancing player interaction.

### SubleaseWeb | PHP, PostgreSQL

- Developed a full-stack web application, efficiently managing and optimizing databases with PostgreSQL.
- Integrated Google API to dynamically display users' sublease locations on an interactive map.

### Vugle Health | Django, Django REST framework, React Native

- Leading the development of AI-enabled analysis tool to detect veteran health condition eligible for Dept. of Veteran Affairs compensation with a Full-stack mobile application using React Native, integrated with a Django backend via API call.