Wen Chuan Lee

Minneapolis, MN
612-670-6064
leex7095@umn.edu
leewc.com

EDUCATION

Bachelor of Science, Computer Science, expected May 2016
College of Science and Engineering, University of Minnesota – Twin Cities, Minneapolis, MN
Cumulative GPA: 3.30, Technical GPA: 3.33

COURSEWORK

Data Structures, Program Design and Development, Functional Programming (Advanced Programming Principles), Introduction to Algorithms and Data Structures, Practice of Database Systems

SKILLS

Proficient in : C#, Java, Python, OCaml, HTML5/CSS, Microsoft XAML/WPF, LINQ
Familiar with : C++, C, SQL, VB.NET, MEF and .NET frameworks, VMWare Workstation
Operating Systems: Windows, Linux, Mac OS X, Android OS
Foreign Languages: Fluent in Mandarin and Bahasa Malaysia

WORK EXPERIENCE

Software Development Engineer Co-op Intern, January 2015 – Present
Emerson Process Management, Reliability Solutions, *Eden Prairie, MN*

- Written software for device simulation of Delta V and other networks under some guidance
- Upgraded core libraries, applications and installers to use new APIs
- Systematically developed and tested with version control, unit test plans and software design documents, as well as maintain documentation with formal reviews

Undergraduate Teaching Assistant, January 2014 – December 2015
College of Science & Engineering, University of Minnesota – Twin Cities, *Minneapolis, MN*

- **Introduction to Computer Science** and **Intro to Algorithms and Data Structures**
- Grade, supervise and proctor homework, examinations and conduct practical labs.

Student Technical Support, March 2014 – September 2014
Minnesota Supercomputing Institute, University of Minnesota – Twin Cities, *Minneapolis, MN*

- Respond to technical support requests from MSI users via and proper escalation of issues.
- Consistently carry out critical tasks such as tape backups, systems monitoring and inventory keeping to ensure smooth service for users.

PROJECTS

Simulation Manager Database Restore

- Created an extension for AMS Device Manager to extract and restore customer device network in C#, using LINQ to extract information from database, MEF as well as WPF/XAML to build the application. Exposed to concepts of multithreading to avoid UI blocking, writing software design documentation and unit test plans and formal reviews with guidance during Co-op.

Java Game Project (coursework)

- Individually programmed a GUI-based game with multiple classes and data structures for multiple dialog options, combat, character design, map movement and UML for game documentation.

LEADERSHIP & ACTIVITIES

Project Leader for CSE Expo, April 2014
College of Science & Engineering, University of Minnesota – Twin Cities, *Minneapolis, MN*

- Independently designed and built 2 projects (Banana Keyboard, build your own laptop) to encourage children from multiple schools to be curious about science, technology, engineering and math fields.

Presenter for USAPPS Workshops, "Pathways to US", July 2013 - Present
Taylor's University, *Klang Valley, Malaysia*

- Addressed over 200 students on the various US education pathways in a 40-minute presentation in 2013 and 2014, applauded by parents and entire USAPPS team.