Eujean Lee

206-532-5628 | Seattle, WA | leujean02@gmail.com | https://www.linkedin.com/in/eujeanlee/

EDUCATION

University of Washington, Seattle - B.S in Computer Engineering

Expected Dec 2024

- **GPA**: 3.83/4.00 | **Dean's List** for 9 quarters
- Leadership: Vice President of Korean Job Search Association
- Related Coursework: Data Structures & Parallelism, Algorithms, Machine Learning, Distributed Systems, Operating Systems, Artificial Intelligence, Computer Vision, Computer Security, Data Management, Database Internals, Digital Circuits & Systems

EXPERIENCE

Software Engineering Intern - Soma Reality

Jun 2024 - Present

- Developed a social media app from initial Figma designs into functional features using JavaScript, React Native, and Xcode, enhancing the app's frontend with tab navigation and screen transitions
- Implemented real-time messaging functionality, updating and displaying messages on the chat screen while managing various conversation types such as secret conversations, normal conversations, and comment replies
- Optimized the app's performance by improving the efficiency of data fetching and updating using **Firebase**, resulting in a **25**% reduction in data retrieval time

Teaching Assistant - UW Paul G. Allen School of CSE

Mar 2024 - Present

- Taught digital circuit design, **FPGA**, and **SystemVerilog** concepts during weekly quiz sections, and collaborated with the professor and co-TAs to develop weekly section materials, which were adopted for future course iterations
- Provided debugging support during regular office hours, conducted in-person lab demos, and answered conceptual questions on the online discussion board for **50** students

Research Assistant - UW Makeability Lab

Jun 2023 - Present

- Enhanced the visual saliency of sports equipment for low vision players with AR glasses and real-time computer vision, achieving an 85% object detection rate by developing a Python model for automated dataset sampling
- Achieved high performance in segmenting objects, resulting in a 91.8% segmentation mean average precision, by extracting frames with YOLOv8 and labeling 5,000+ frames using Roboflow
- Co-authored a demo paper published at the 2023 ACM Symposium on UIST

Software Engineering Intern - Rasplayer

Jul 2019 - Aug 2019

- Developed and enhanced the company's website aesthetics using HTML, CSS, and JavaScript, achieving a 20% increase in mobile traffic and a corresponding 15% boost in overall website engagement
- Pioneered the development of a tribute page and survey forms, showcasing adeptness in frontend design and driving 500+ weekly visitors and outstanding 90% participation rate

Projects

Mixed Up Power Ups | Haxe, Flixel

Mar 2024

• Developed a dynamic platformer game using **Haxe** and **Flixel**, achieving approximately **250** plays, demonstrating user engagement, and incorporated **15+** user feedback to improve mechanics, level design, and user interface

Dotorii: Scan Your Plan | Python, Swift, OCR

Oct 2023

- Implemented an iOS application to enhance accessibility, allowing users to capture posters or scan QR codes to integrate information into Google Calendar
- Used **Swift** and **Python** for API connections, integrating GPT and Google Cloud API to create a responsive interface that securely stores data

Flight Booking Application | Java, SQL, Microsoft Azure

Mar 2023

- Developed a Java application that enables account creation, flight booking/cancellation, and secure transactions via command-line interface, demonstrating proficiency in database management, cloud integration, and concurrency
- Implemented SQL transactions and utilized Microsoft Azure SQL Server for efficient querying of flight and customer databases, ensuring simultaneous use by multiple customers without encountering conflicts

SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, TypeScript, HTML, CSS, SystemVerilog Tools: React.js, React Native, Node.js, Git, Linux, Microsoft Azure, Firebase, Xcode, JUnit, PyTorch, NumPy, Spark Spoken Languages: English, Mandarin Chinese, Korean