

Eujean Lee

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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, 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