LEE LIANG

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Objective

To obtain a full-time position Software Engineering where I can apply my artistic background with the skills and experience in UI/UX Design and Software Development obtained from school and industry.

Experience

PROTOLAB

Full Stack Developer — October 2018 - Present

- Developing new portal for Design for San Diego (D4SD), an innovation challenge structured around the human-centered design process that seeks to solve complex civic problems
- Working with team of undergrad researchers/developers to develop dashboard platform where participants can submit solutions and professionals from industry can provide feedback
- Working closely with project lead (associate professor), PhD students, and fellow grad and undergrad researchers in weekly scrum meetings, cross-team collaborations, and planning sessions
- **Tech Stack:** React Hooks, TypeScript, Webpack, Firebase, Docker, CircleCI, Ant Design, Redux

LYFT

Front End Software Engineer Intern — June 2019 - September 2019

- Used **React Hooks**, **MobX**, **TypeScript**, and **Deck.gl** to develop the Scope front end visualization platform, providing a common SDK for map visualization that is used by multiple developers at Lyft
- Worked with Saltstack and Docker to reconfigure webapp infrastructure amidst major monorepo to multirepo transition, performed full stack responsibilities
- Led major redesign project of UI/UX of webapp, transitioning and implementing components
- Worked closely with experienced front end engineers, product designers, infrastructure engineers, etc. in meetings with clients, architectural discussions, and planning sessions

UCSD CSE DEPARTMENT

CSE Head Tutor — April 2018 - Present

- Tutoring CSE 8A: Introduction to Computer Science: Java (I), CSE 12: Basic Data Structures and OOD, CSE 30: Computer Organization and Systems Programming, CSE 110: Software Engineering
- Responsibilities involve holding lab hours each week to assist students in programming assignments, grade and evaluate assignments and projects, attending and proctoring lectures and labs
- Head tutor responsibilities include developing and managing course websites, distributing work to other tutors, creating and uploading course worksheets

Course Projects

STRING KERNEL PERCEPTRON

Intro to Artificial Intelligence: Statistical Approach, Junior Year — 2019

- Utilized Python to develop a linear classifier to predict protein family for a protein sequence.
- Used the perceptron algorithm and string kernel functions to train classifier more efficiently.
- Tested different models of classifiers using string lengths of 2, 3, 4, and 5 and captured training and testing error for each model, analyzing protein subsequence that strongly indicated existence in family.

FLICK

Software Engineering, Sophomore Year — 2018

- Utilized HTML and React to develop screens for community-driven item renting app.
- Worked as UI/UX Specialist in quarter-long project simulating Software Engineering internship.
- Used InVision Studio to design screens used by mobile and webapp front-end teams.
- Using UX heuristics, designed user experience for navigation through app screens and ease of use.

SIX DEGREES OF BACON

Advanced Data Structures, Sophomore Year — 2018

Using C++ and STL, implemented an unweighted and weighted undirected graph of actors that:

- Implementing and using Dijkstra's algorithm, finds the shorted path from one actor to another, both weighted and unweighted.
- Predicts triadic closures based on common neighbors to predict past and future links between actors.
- Utilizing degeneracy theory algorithm, runs graph decomposition to find actors with at least "k" number of neighbors.

Education

UNIVERSITY OF CALFORNIA, SAN DIEGO

B.S., Computer Science Major / Interaction Design Minor
Sep 2016 - Jun 2020
Major GPA — 3.362
Overall GPA — 3.264

- Advanced Data Structures
- Design / Analysis of Algorithms
- Theory of Computability
- Computer Networks
- Principles of Computer Operating Systems
- Programming Languages: Principles and Paradigms
- Web Mining and Recommender Systems
- Visual Design and Prototyping
- Human Computer Interaction Programming Studio

Technologies

- Typescript
- NodeJS
- Express
- React
- MobX
- DeckGL
- Dockerfile
- Saltstack
- HTML/CSS/JS
- Python
- Java/C/C++
- Haskell

Software

Adobe Suite —

- Illustrator
- InDesign
- Lightroom
- Photoshop