

# BLURB

Software Engineer with collectively 1 year of experience in various industries including civic research/design, transportation, and defense; quick learner, passionate about quality code and user/developer experience, currently interested in contributing to software with a positive world impact within healthcare.

## EXPERIENCE

### CHESAPEAKE TECHNOLOGY INTERNATIONAL (CTI)

Associate Software Engineer — March 2020 - current

- **Tech Stack:** Java, JBoss Weld CDI, Gradle in Groovy, JFormDesigner
- Developing custom software for a contract customer within the defense industry
- Contributing to Government-owned Open Source (GOS) software being used widely across many departments within the US military
- Participated in company-wide week-long hackathon, worked with team to develop tool for detecting and analyzing various radio data, utilized **AWS EC2/ECS, Elasticsearch, Kibana, Docker, Terraform**
- Working in a distributed team with members from across the nation, with over 10 offices throughout the entire US from San Diego, CA to California, MD and now in Kailua, HI.

### PROTOLAB

Full Stack Developer — October 2019 - March 2020

- **Tech Stack:** React Hooks, TypeScript, Webpack, Firebase, Docker, CircleCI, Ant Design, Redux
- Developed 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
- Worked with team of undergrad researchers/developers to develop dashboard platform where participants can submit solutions and professionals from industry can provide feedback
- Worked closely with project lead (associate professor), PhD students, and fellow grad and undergrad researchers in weekly scrum meetings, cross-team collaborations, and planning sessions

### LYFT

Front End Software Engineer Intern — June 2019 - September 2019

- **Tech Stack:** React Hooks, Typescript, MobX, DeckGL
- Developed an internal front end visualization platform / single-page application (SPA), providing a common SDK for map visualization that is used by multiple developers at Lyft
- Worked in **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, organizing and planning implementation timeline for design components from contracted design firm, implemented core 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 - March 2020

- **Relevant Languages:** Java, C, C++, ARM Assembly, x86 Assembly
- Tutored CSE 12: Basic Data Structures and OOD, CSE 30: Computer Organization and Systems Programming, CSE 110: Software Engineering, CSE 141: Introduction to Computer Architecture
- Responsibilities involved 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 included developing and managing course websites, distributing work to other tutors, creating and uploading course worksheets

## COURSE PROJECTS

### 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.

LEE  
LIANG

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, SAN DIEGO

B.S., Computer Science Major /  
Interaction Design Minor







Sep 2016 - Mar 2020

Major GPA — 3.419

Overall GPA — 3.314

- Advanced Data Structures
- Design / Analysis of Algorithms
- Computer Networks and Networked Services
- Principles of Computer Operating Systems
- Programming Languages and Compilers
- Web Mining and Recommender Systems
- Wireless Embedded Systems
- Human Computer Interaction Programming Studio

## TECHNOLOGIES

- Java 
- Python 
- JS/Typescript 
- React 
- C/C++ 
- HTML/CSS 

### I've also dabbled in:

- AWS
- Haskell
- Bash
- MobX
- C#
- NodeJS
- DeckGL
- OCaml
- Dockerfile
- Saltstack
- Express
- Terraform