Matthew Lee

(604) 352-9098 ✎ | **matthew_lee946@outlook.com** ✉ | **github.com/matt0946** ⌂ | **Computer Science Major, 4th Year** 🎓

TECHNICAL SKILLS

Programming Languages: Java, C/C++, C#, R, PHP, JavaScript, HTML
Tools/Environment: IntelliJ, Visual Studio Code, GitHub, Unity

WORK EXPERIENCE

SAP | Product Support Intern   **Sept. 2022 – Aug. 2023**
- Facilitated real-time support and problem resolution of SAP NetWeaver product utilizing the transport management system.
- Solved and closed 220+ cases while maintaining over 85% satisfaction scores across all incoming incidents.
- Efficient problem-solving through collaboration with colleagues and customers observing difficult situations through replication.

Technologies: SAP NetWeaver, SQL, ServiceNow

ICBC | Application Developer Intern   **Sept. 2021 – Dec. 2021**
- Performing data verification of uploaded data and data extractions using SQL queries.
- Collaboratively working in an agile scrum team to analyze project requirements and implement appropriate solutions.

Technologies: C#, SQL, OutSystems

picoTera Electronics Inc. | Firmware Programmer Intern   **Sept. 2020 – Jan. 2021**
- Designed, implemented, and tested social distancing alert feature on smart hearing protection device using Bluetooth signals.
- Improved accuracy of vehicle backup alert detection algorithm and implemented a new algorithm that allows users to calibrate their device to a specific vehicle-equipped backup speaker.
- Programmatically reduced device power consumption, resulting in 50% more battery life.

Technologies: C, Java, PSoC, MATLAB, HTML, CSS

TECHNICAL PROJECTS

NBA League Database (Academic)   **Jan. 2021 – Apr. 2021**
- Interactive web application that allows users to query and view information about the NBA sports league.
- Created a populating database script, designed webpage user interface, and parsed user input into valid queries.

Technologies: MySQL, PHP, HTML

Travel App (Academic)   **Sept. 2019 – Dec. 2019**
- Interactive desktop application allowing users to maintain a travel agenda into various categories.
- Retrieves currency exchange information from an online API parsing it into a JSON object for currency exchange functionality.

Technologies: Java

Space Invasion (Personal)   **Nov. 2020 – Dec. 2020**
- Interactive iOS game allowing users to move and shoot incoming targets built in Swift.
- Incorporated a scoring system that keeps track of the current session score and the highest score.

Technologies: Swift

EXTRACURRICULAR ACTIVITIES & ADDITIONAL WORK EXPERIENCE

Global Game Jam, Vancouver   **Feb. 2020**
- Developed a 3D interactive obstacle course game, with collision detection in a team of 5 programmers for 72 hours.
- Implemented scripts for game model movement using C#.

Technologies: Unity, C#

Cactus Club Café | Server Assistant & Expediter   **Jun. 2019 – Aug. 2020**

McDonald's | Crew Trainer & Guest Experience Leader   **Jun. 2017 – Aug. 2018**

EDUCATION

4th Year Bachelor of Science, Computer Science Major   **Sept. 2019 – Present**
University of British Columbia, Vancouver, BC