

Melissa Lee

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Education

Stanford University: 4.00 Technical GPA

- **2024 B.S./M.S. Computer Science**, specializing in Artificial Intelligence and Human-Computer Interaction
- Coursework:

Data Structures	Artificial Intelligence	Computer Vision	Natural Language Processing
Computer Systems	Logic Programming	Algorithms	Computational Mathematics
Probability Theory	Multivariable Calculus	Computer Graphics	Electrical Engineering

Technical Skills

- ReactJS, Python, Java, Git, C, C++, Go, Javascript, HTML, CSS, Django, Apache Kafka, BentoML, Jenkins, Docker

Work Experience

Riot Games, Software Engineer Intern (*Santa Monica, CA*)

Jun 2023 - Present

- Developing framework to enable optimization of competitive match-making algorithms for all game teams
- Spearheading match simulation infrastructure definition, architecture, and implementation
- Driving data analysis to determine key input features to match-making model, including play style and skill level
- Tools/Skills: Go Language, Framework Architecture Definition and Implementation

Riot Games, Software Engineer Intern (*Santa Monica, CA*)

Jun 2022 - Sep 2022

- Implemented end-to-end infrastructure to instantaneously score and flag inappropriate user-entered names
- Built new framework enabling parallel dispatch of multiple evaluators for higher-quality detection
- Incorporated industry-leading AI model with NLP to extrapolate character sequences that bypass elementary banned-word checks
- Pushed framework to production for all Riot-owned games, improving offensive name detection by 50%
- Tools/Skills: BERT NLP, Apache Kafka, BentoML, Java, Python, AI Integration, Project Ownership

Pareto, Frontend Software Engineer Intern (*Colorado Springs, CO*)

Jun 2021 - Sep 2021

- Designed and implemented frontend promotional web pages showcasing positive company service projects
- Programmed web-based workforce management tool enabling greater visibility and authority over task assignments within the team, reducing overnight work schedules by more than 3 hours for 12+ team members
- Tools/Skills: Javascript, ReactJS, HTML, CSS, User Research, Web Designer

Self-Interest Projects

Spotify Web Assistant

- Built web application accessing Spotify API to retrieve album covers with 30-second track samples given a Spotify artist ID. Enabled download feature to save songs locally
- Utilized frontend Javascript with Python backend Django web server

Settlers of Catan Online Game

- Programmed Apache Tomcat Java web server to host online multiplayer Settlers of Catan board game
- Creatively implemented automated multi-user page refresh using standard chatbox primitives

Extracurricular

Stanford Society of Women Engineers, Elementary School Outreach Chair

Sep 2022 - Present

- Promote STEM for under-represented students in local elementary schools
- Inspire student interest through hands-on workshops building solar-powered cars and candy experiments
- Design curriculum for weekly Python programming courses with 30+ enrolled students across 5 schools

"Yes We Can" Wrestling Initiative, Founder and Mentor

Feb 2021 - Jun 2022

- Earned Silver Medal representing Team USA at the 2018 Pan-American Wrestling Championships in Guatemala
- Created elementary school support program to inspire female involvement in male-dominated wrestling
- Promoted emotional support and self-confidence through girls-only introductory wrestling practices