

Melissa Lee

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Education

Stanford University (4.036 GPA)

Sep 2020 - Jun 2024

- 2024 B.S. Computer Science, specializing in Artificial Intelligence and Human-Computer Interaction
- Coursework: Data Structures, Algorithms, Computer Systems, Probability Theory, Natural Language Processing with Deep Learning, Artificial Intelligence, Logic Programming

Technical Skills

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

Work Experience

Riot Games, Software Engineering Intern (*Los Angeles, CA*)

Jun 2022 - Sep 2022

- Improved cross-game player experience by enabling efficient and reliable detection of offensive names
- Transformed Riot's rigid name-checking pipeline to a Kafka-based streaming implementation that can support simultaneous evaluators
- Integrated a BERT Machine Learning model as a secondary evaluator that improved disruptive name-checking quality by 50%

Pareto, Frontend Software Engineering Intern (*Remote*)

Jun 2021 - Sep 2021

- Designed and implemented promotional web pages describing company service projects with positive customer reflections. Integrated usage of Javascript, ReactJS, HTML, and CSS
- Built, customized, and verified website React components using Vercel, Storybook, and Chromatic
- Implemented workforce management tool enabling greater visibility and authority over work hours, task expectations, and task delegation within the team

CheaprEats, Backend Software Engineering Intern (*Remote*)

Nov 2020 - Jan 2021

- Created GraphQL and Javascript scripts to extract vendor and customer data from a PostgreSQL database
- Queried user analytics to generate restaurant recommendations

Interest Projects

Spotify Web Assistant

- Built web application accessing Spotify API to retrieve album covers with 30-second track samples given a Spotify artist URI. Enabled download feature to save songs to local devices
- 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

Wrestling Dual Meet Server

- Created wrestling dual meet software to run and score wrestling matches for my high school
- Used GoogleScript-enabled Google Sheets for data entry and Python web server for backend match scoring

Extracurricular

Instructor for Elementary and Middle School Summer Python Course

Jun 2022 - Present

- Volunteer my weekends instructing weekly introductory Python lessons to young students

Elementary School Outreach Chair for Stanford Society of Women Engineers

Feb 2021 - Present

- Sponsor and mentor Palo Alto elementary school girls interested in STEM
- Develop hands-on workshops building solar-powered cars and household-item science experiments

Founder and Mentor for the ["Yes We Can" Initiative](#)

May 2019 - Jun 2020

- Silver Medalist at the 2018 Pan-American Women's Wrestling Championships representing Team USA
- Created elementary school support program to inspire female involvement in this male-dominated sport
- Influenced 50% increase in female wrestler retention from previous season