



KEVIN M. LEE

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EDUCATION

Computer Science – **University of California Berkeley, Class of 2016**

GPA: 3.58

Upsilon Pi Epsilon - CS Honor
Society

2013 - Dean's Honors

CS170 Algorithms

CS164 Compilers

CS188 Artificial Intelligence

CS168 Networking

CS70 Discrete Mathematics

WORK EXPERIENCE

Software Engineering Intern, IBM
Summer '14

Created a web app + api for interpreting and visualizing customer usage data. JS full stack development with **Express**, **Angular**, **D3js**, Require.

Quality Assurance Engineer, Student Affairs Information Technologies
Summer '13-now

Performed QA testing on **Google Web Toolkit** applications developed for the Office of Undergraduate Admissions. Developed automated testing framework with **Selenium**/JUnit and wrote technical specifications.

Research Assistant Intern, Stanford University Math Department
Fall '11–Summer '12

Worked with gene expression microarrays in the **R** statistical programming language. Developed graphical user interfaces for software designed to analyze "big data" and bioinformatics datasets.

ACTIVITIES

Blue Tier Leader, Innovative Design
Fall '12–now

Currently leading a design team and working with clients to develop branding and assets. Developed kevinmlee.io/marketing/, assisted in internal club branding.

Research Assistant, Prof. Carlo Sequin's Lab
Fall '14-now

Work with mathematically generating aesthetically pleasing structures and modeling existing sculptures.

PROJECTS

doublejumper, melonJS HTML5 game | **AngelHack SV**: **BitSlayer**, Android & iOS game | **BearHack 2013**: **HowManyGiven**, lexical analysis | **AngelHack SF**: **pork**, text adventure | 16-bit 2 stage MIPS processor | scheme interpreter | MapReduce text analysis | SSE image convolution

SKILLS

Web frontend



Data visualization



RESTful design



Graphic design



Test automation



Python



Backend / NodeJS



Git



Linux / Unix

