hunter lee

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summary

Interested in problem-solving using CS/electrical engineering methods. Passionate about software engineering and product management.

employment

Lineage Logistics Analytics — San Francisco, CA
Data Scientist/Software Engineering Intern — 2016 to Current
Optimization of variables involved such as size of the buffer, number of doors, etc. in an automated storage system (40% more storage, $18MM project) while maintaining throughput
Co-developed a multi-threaded discrete-event simulation in Python. Tools: SimPy, IntervalTree, MySQL, AWS

Duke University Computer Science Department — Durham, NC
Teaching Assistant — 2015 to Current
Led office hours, and graded homework for CS 250: Computer architecture

Duke Systems Architecture Integration Laboratory — Durham, NC
Undergraduate Researcher — 2016 to Current
Probing the efficiency in datacenter design and applications, Apache Spark

Duke Neuroeconomics Huettel Laboratory — Durham, NC
Undergraduate Researcher — Jan 2011 to May 2011
Worked with Dr. Mullette-Gillman in assisting with data analysis using MATLAB and performing surveys.

awards

Duke University · Dean's List with Distinction — 2015
Awarded to the top 10% of the school

Central Utah STEM Fair · 2nd Place in Central Utah STEM Fair — 2010

activities

Duke East Asia Nexus · Editor — Current
Collected articles and edited them for publication to facilitate understanding of East Asian economic and political affairs.

Resident Assistant
Student leader over ~30 undergraduates

volunteering

US Army (8th) · SGT, Military Police — 2013 to 2015
Camp Carroll, Korea
Assisted the Provost Marshal in overseeing base-wide security. Managed a team of desk clerks. Army Achievement Medal.

Church of Jesus Christ of Latter-day Saints · Missionary — 2011 to 2013
Tokyo, Japan
2 year missionary service. Responsible for analyzing demographics and training other missionaries.

education

Duke University
Electrical and Computer Engineering 2018
Major GPA: 3.97
Software Design and Implementation, Operating Systems, Artificial Intelligence, Advanced Computer Architecture, Algorithms, Digital Systems

Waterford School
2010

projects

VoogaSalad
Developed a game authoring environment modeled after Unreal engine with a physics engine, written in Java using JavaFX on a team of 10. Libraries such as XStream and the Clarifi API were used to implement intelligent search of words.

SLogo
Developed an IDE for the LOGO language written in Java using JavaFX on a team of 5. The IDE supports nested commands and includes a GUI Environment in which an object (turtle) moves around as LOGO commands are given.

Raft
Implemented the Raft Consensus Algorithm in Java to simulate a consensus-based system using Java's RMI interface.

Librevenge - .zmf
Created header files in C++ for .zmf extension (Zoner Draw) for Google summer of code submission at LibreOffice. Involved reverse engineering the ZMF format.

Decide — Current
Android app for quick polling with coworkers and friends. Built on Ionic platform using MongoDB. Integration with Elasticsearch.

Thread Library
Wrote a thread library in C++ that simulates mutexes and monitors using ucontext in Linux.

skills

PROFICIENT	FAMILIAR
Java	Scala
Python	MongoDB
C++	Apache Spark
C/MIPS Assembly	
SQL	
HTML/CSS	
Javascript	
NodeJS	