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Melissa Sylvia Lee

Vancouver, BC
Canada

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Experience

Microsoft Corporation - Software Developer Engineer Intern   **Spring 2018**
- Worked with Microsoft HoloLens (Augmented Reality System) using Unity using MVVM Architecture
- Leaded project presentations every week (once in Redmond) and collaborated with sponsors – as scrum master
- Profiled Unity to reduce CPU usage by 40% while maintaining application frame rate – Tech artist
- Gained insight from full-time employees. Designed/developed customer focused features

Personal Experience

Virtual Reality Prototype - Game Developer/Technical artist   **Feb-May 2018**
- Coded and designed a virtual reality prototype using Unreal Engine 4 – presented to CEO of Archiact
- Uses a mixture of C++ and engine specific language, Blueprint to create behavioral scripts and AI behavior trees
- Features AI, Game Design, VR, vision tracing, and virtual physics
- Presented and demo'd game to CEO of Archiact

Virtual Reality Conference - HTC Vive Specialist   **May 2018**
- Collaborated with HTC to showcase their cutting edge virtual reality products (HTC Vive)
- Helped Archiact run the largest VR conference in Canada

Women in Tech World - Web Developer   **Sprint 2017 - Spring 2018**
- Developed an interactive using Mapbox API, HTML, JavaScript, and PHP to track WinTech team on a cross Canada tour to promote fellow women in the STEM industry – volunteered at networking events
- Worked on a team to embed dynamic map into Wordpress website using API calls

EduHacks Finalist - Education Focussed Hackathon Software Developer   **Sept 2017**
- Worked on a team of 5 to create a live subtitles app for university lectures – education focused Hackathon
- Developed with Amazon Echo AI, web-app, backend server, and mobile app
- Presented and demo'd as a finalist on stage to industry professional judges

Coding/Modeling Adventure Game - Game Developer/Designer   **Fall 2015- Spring 2016**
- Coded and designed a 3D visual game in Unreal Engine 4
- Features AI, 3D modelling, virtual physics and an engaging story

Technical skills

Languages: C++, C3, C, Python	**Web-Design:** HTML, CSS, JavaScript, PHP, WordPress
Hardware: Microsoft HoloLens, HTC Vive , Amazon Alexa	**Game Dev:** Unity, Unreal Engine 4
AI: Amazon AWS, Lambda	**Database:** mySQL, Azure, Alpache
Teamwork: Agile Development (VSTS), GitHub, FTP	**Art:** Blender, Paint Tool SAI, Photoshop

Education

Bachelors of Computing Science   Simon Fraser University   September 2016 - September 2020

Scholarships/Awards

- **BC Achievement Scholarship:** Awarded to the top high school graduates in Provence
- **Chevron Canada Limited Scholarship:** Recognition of pursuit of higher education/plans to better the community

Interests and Clubs

- **SFU Smash Club Executive :** Collaborated with E-sport club to run competitive video game tournaments
- **Digital art blog/livestream:** Livestream digital illustrations and photo editing weekly - post on blog