

# Donghun Lee

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## Education

### Duke University, Trinity College

Bachelor of Science in Mathematics and Computer Science

May 2021(Expected)

GPA: 3.7/4.0

**Relevant Courses:** Software Design/Implementation, Data Structures and Algorithm, Computer Networks, Machine Learning Intro PhD, High Dimension Data Analysis, Advanced Linear Algebra, Applied Stochastic Process, Topology

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## Experience

### Software Engineer Intern(Cancelled)

05/2020 – 08/2020

Tanium | Morrisville, NC

- o I could not continue my internship due to the fact that I was locked down in my home country due to COVID-19

### Software Engineer(Full-stack)

05/2019 – 01/2020

OurSpace | Durham, NC

- o Created REST APIs in Typescript that keeps track of all user activities on the official app
- o Implemented a search server that allows instant location search on the app using Redis, mongoDB and Google Map Api
- o Improved the newsfeed algorithm in the app server that connects users based on their current location and personal preferences on spaces, which contributed to 200% user increase
- o **Technical Keywords:** TypeScript, Java, mongoDB, Node.js, Express, Protobuf and Redis

### Software Engineer Intern

01/2019 – 04/2019

Anansi | Durham, NC

- o Built an MVP mobile app in kotlin that provides opportunities for students to arrange 1-to-1 meetings to teach each other non-academic skills
  - o Based on the previous MVP, built an official android app in flutter for the company that incentivize high school students to share non-academic skills through offline classes
  - o Created an admin website that allows business team to manage data using Vue.js and Bootstrap
  - o **Technical Keywords:** Kotlin, Flutter, Firebase, Vue.js and Node.js
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## Projects

### Protoman(<https://github.com/spluxx/Protoman>)

03/2020 – Present

API-client specifically for protobuf messages

- o With a teammate, built an API client similar to Postman that supports protobuf messages with a user-friendly UX. I was in charge of the core engine which parses the .proto files to a tree data structure for internal use.
- o Released the app on github and currently has received 160 stars.

### GameMaker

03/2019 – 05/2019

Game authoring environment for Tower Defense games

- o With a team of 8, designed and implemented a JavaFX application with over 20000 lines and 200 classes that allows anyone to create and play multi player tower defense games
- o Took charge of the frontend from architecture design to implementation that can dynamically create all UI components without knowing about the logic of the program

### SLogo

02/2019 – 03/2019

Educational programming environment similar to Logo and Turtle

- o With a team of 3, developed a JavaFX application that allows anyone to learn and write programming
- o Designed and implemented backend that uses recursion tree to parse Logo syntax