


PAULINA LEE


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SKILLS

In relative order of proficiency

LANGUAGES

Python, HTML5/CSS3,
Java, C, C++, JavaScript,
Ruby, PHP, SQL

FRAMEWORKS & TECHNOLOGIES

Git, Django, Docker, Rails,
Google Cloud Platform,
Android Studio,
Codelgniter, Vagrant

MISCELLANEOUS

Photoshop, After Effects,
LaTeX

OTHER

INTERESTS

Art, animation, graphic
design, typography, web
development, UI/UX

ACTIVITIES

Member of WICS (Women
in Computer Science), Nell
Dale Mentor

EDUCATION

THE UNIVERSITY OF TEXAS AT AUSTIN, May 2020

Bachelor of Science in Computer Science

Coursework: data structures, software engineering, computer
architecture, operating systems, algorithms and complexity

EXPERIENCE

SOFTWARE ENGINEERING INTERN – WP Engine, 2018

- Implemented API for new security offering product marketed to over 80,000 customers
- Integrated service with Cloudflare, Google OAuth2, and various internal APIs
- Created client and UI for API in support/onboarding tools and customer-facing dashboard

SOFTWARE ENGINEERING INTERN – WP Engine, 2017

- Created notifications API to replace email alerts for customers
- Connected service to internal authentication API for authorization and permissions checking
- Wrote and maintained unit and integration tests
- Set up continuous integration and development of code via Jenkins

PROJECTS

CLOUDSCAPE – in development

- Developed application to sync together ambient rain sounds with custom Spotify playlist
- Worked with Webpack, Pug, Sass, ZeptoJS and the Spotify API

GET FIT! – <https://get-fit.github.io/>

- Built a fitness web application to create custom workout routines with vanilla JS
- Added audio Easter eggs and CSS animations with the Animate.css library

BIG SPINNY WHEEL. – <https://git.io/fNuKR>

- Implemented UI and JavaScript logic to bring Wheel of Fortune-esque random winner generator to life
- Assembled seamless looping animations and event-triggered sound effects to improve UX