Paul Lee

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https://github.com/paullee100

PROFILE STATEMENT

Well-versed in Java, Python, JavaScript, and Object-Oriented Programming. Have some experience in C, HTML, and CSS. Have experience of working with pre-existing codes and can develop new codes.

EDUCATION

University of Washington

Bachelor of Science in Computer Science and Systems

PROJECTS

Weather and Chat Application – A mobile application project with weather, chatroom, and contacts functionality.

- Used Android Studio to create the mobile application.
- Worked on a team of 5 members (including me) in a time span of 10 weeks with weekly meetings.
- Used MySQL for database of chat rooms, chat messages, and members within the chat room.
- Code written in Java.

Video Game Project – An HTML based video game.

- Created using a template provided.
- Worked on a team of 4 members (including me) in a time span of 10 weeks with weekly meetings and discussions.
- A 2-d based fighting game where the objective is to complete two levels and one boss level.
- Code written in JavaScript.

Personality Profiling – A machine learning project that uses real-world social media data.

- Applied CNN (Convolutional Neural Network).
- Trained on a set of known data (9500) and tested on a set of unknown data (1700).
- Worked on the profile pictures or imaging of the users.
- Got an accuracy of 54% when tested for gender on a set of unknown data.
- Code written in Python.

COMMUNITY EXPERIENCE

AsOne Church – Worship Team Member

2020 - Present

Graduation: June 2023

Tacoma, WA

- Creates bulletin paper announcement once per week.
- Updates slides in Proclaim twice per week.
- Sets up and manages camera for livestream.