

Julian Lee

(201) 914 - 0312 | julianhesiouxlee@gmail.com | [/in/julian-h-lee](https://in/julian-h-lee) | github.com/lazward | Fully vaccinated

WORK EXPERIENCE

MUFG Securities

New York, NY

Software Engineer

Spring 2022 - Fall 2022

- Supported various trade-processing applications, providing user support, maintenance work, database management and troubleshooting.
- Implemented code changes through SVN and TeamCity that were pushed to the production environment with no errors or downtime.

Nudge

New York, NY

Full-Stack Intern

Summer 2020

<https://giveitanudge.com/>

- Developed new web pages using HTML5, CSS3 and Javascript.
- Designed website content with Bootstrap and managed theming and styles with Timber and Sass.
- Reduced spam responses by 100% through implementing honeypot in the contact forms.

Rutgers Esports

New Brunswick, NJ

Director of Video Production

Fall 2017 - Spring 2021

- Founded the video production committee and established workflow, structure and semester goals.
- Introduced a new part-time videographer role, increasing both the talent available and sustainability for the committee.
- Edited and produced promotional videos for collegiate gaming events that attracted over 1000 attendees, over \$20,000 in prize, and 15+ corporate sponsors.

SKILLS

Technical Skills

- Languages: Java, Javascript, C, Python, HTML5, CSS3, Sass, SQL
- Frameworks / Libraries: Spring, Camel, Bootstrap, Node.JS, Django, React
- Etc: MessageQueue, Android Studio, Ubuntu, Git, Github, SVN, Bitbucket, Jira, TeamCity, Confluence, Object-Oriented Programming, Data Structures, Algorithm Design, Complexity Analysis, Wordpress, Timber, Docker, JavaFX, JUnit

Languages

- English - Native
- Korean - Professional

EDUCATION

Rutgers University - School of the Arts and Sciences

New Brunswick, NJ

Information Technology & Informatics + Game Production Major,
Computer Science Minor

Fall 2017 - Spring 2021

3.11 GPA

PROJECTS

RU-Store: A Remote Object Store

- Designed and wrote protocol for client-server communication, client-server file transferring and server-side file storage in Java.