

PHOEBE LEE

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EDUCATION

City St George's, University of London — BSc Computer Science

SEPTEMBER 2024 - PRESENT

- **Student representative** in a team of over 10 people.
 - Collated and analysed data (feedback from over 300 students) using google forms.
 - Summarised and presented feedback in-person during termly Student Staff Liaison meetings.

University of Westminster, London — Computer Science Foundation

SEPTEMBER 2023 - JULY 2024

- **Course representative** in a small team of 5 people.

St Edmund's College, Ware

SEPTEMBER 2019 - JULY 2023

A-Levels: Computer Science, Mathematics, Physics

GCSEs: 11 GCSEs at grades 8-9, including English and Mathematics.

SKILLS & CERTIFICATIONS

Spoken Languages: Native English speaker; Semi-proficient in Cantonese

Programming Languages: Python (intermediate), Java (beginner), SQL (intermediate), HTML/CSS (intermediate), JavaScript (beginner)

Frameworks: Django (beginner)

Developer Tools: Git, VScode, IntelliJ, Processing, Figma, React (beginner), TailwindCSS (beginner)

Spreadsheets: Excel (intermediate), Jupyter (beginner)

EXPERIENCE

Meta “Step Up” Career Challenge — Virtual Work Experience

OCTOBER 2024

- Identified trends in advertisement analytics to formulate an ideal marketing strategy for a mock brand.
- Produced a professional report based on conclusions drawn from data.
- Conducted exploratory data analysis on a data set (two spreadsheets with over 2000 entries).
- Utilised Jupyter and Excel to clean, normalise and visualise data (using libraries such as pandas and Matplotlib) to inform decisions.

Extraman Ltd — Warehouse Operative

AUGUST 2023 - SEPTEMBER 2023

- Collaborated with a team of 7 members on-site at L'Occitane, managing the handling and display of seasonal cosmetic products.
- Coordinated tasks to maximise efficiency, with task completion under an hour being ideal.
- Prioritised meticulous attention to detail, taking extreme care with product handling.

St Edmund's College, Ware — Care assistant

SEPTEMBER 2017 - JULY 2018

- Volunteered through my school at a local care home, engaging with around 10 residents weekly.
- Cooperated to prepare food and ensure planned activities proceeded smoothly.
- Interacted with and encouraged residents to participate in planned recreational events, maintaining a positive and relaxed atmosphere.

PROJECTS

Online Portfolio — Personal Project

<https://pholee.github.io/Online-Portfolio>

- Created a wireframe website using Figma before incorporating colours and simple animations.
- Coded in VSCode using React and TailwindCSS.

CityEngine Game — University Centred Project

- Developed a game in Java, implementing gameplay mechanics using a provided physics engine.
- Optimized and debugged code to enhance performance and maintain stability.
- Hand drew and rigged 2D assets for game development, ensuring smooth animation and integration.

‘Dear Data Diary’ Creative Coding — University Centred Project

- Designed an interactive simulation in Processing around the visualisation of a data set, considering proper UX design.
- Collected and organised data on a topic of choice, transferring this to excel for use in Processing.

CO-CURRICULAR ACTIVITIES

- Currently taking part in the **UKSEDS National Rocketry Championship 2025** with the **Rocketry Society** at City St George’s, University of London as a part of the ‘Electronics’ sub-team.
 - Managed the soldering of electronic circuits and required programming.
 - Developed a flight simulation to test boundary values, informing decisions on structural design and component placement.
 - Implemented methods for the collection of environmental data, informing the release of a parachute at apogee.
 - Met strict deadlines whilst balancing weekly university assignments.
- Student member of the **IEEE City Robotics Society** at City St George’s, University of London.
 - Participated in the ‘**End of Line**’ competition **2024** as **team leader**.