

PHOEBE LEE

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<https://www.linkedin.com/in/pholee/> | <https://github.com/pholee>

EDUCATION

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

SEPTEMBER 2024 - PRESENT

- Student representative in a team of over 10 people.

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, Java, SQL, HTML/CSS, JavaScript

Frameworks: Django

Developer Tools: Git, VScode, IntelliJ, Processing, Figma, React, TailwindCSS

Certifications: Microsoft Certified: Azure Fundamentals (in progress)

EXPERIENCE

Koffeecup — UX Design Intern

JUNE 2025 - AUGUST 2025

Meta — Data Analyst Virtual Intern

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 Python libraries (pandas, Matplotlib) to inform decisions.

Extraman — Warehouse Operative

AUGUST 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.

PROJECTS

Online Portfolio — Personal Project

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

- Modelled a wireframe website using Figma before incorporating colours and button transitions.
- Coded in VSCode using React and TailwindCSS.

CityEngine Game — University Centred Project

- Developed a 2D platformer in Java using a custom physics engine.
- Applied software engineering best practices, debugging tools, and agile development methods to deliver stable and optimized gameplay features.
- Hand drew and rigged 2D assets for game development, ensuring smooth animation and integration.

'Dear Data Diary' Creative Coding — University Centred Project

- Designed and developed 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.
- 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**.
 - Built and developed an automated line-following robot car using Arduino.
- **Care Assistant volunteer** at St Edmund's College, Ware.
 - Volunteered 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.