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

University of Westminster, London — Computer Science Foundation   SEPTEMBER 2023 - JULY 2024
Course representative

EXPERIENCE

Koffeecup — UX Design Intern   JUNE 2025 - AUGUST 2025
- Worked closely with the UX Lead to design wireframes and user-flow maps for mobile and virtual reality games.
- Built and documented a component library from scratch to streamline and standardise the UX design process.
- Proposed new and valuable changes to the company website to improve user experience.

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.

SKILLS

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

PROJECTS

Online Portfolio
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.

2D Platformer Game
- Developed a 2D platformer in Java using a custom physics engine (CityEngine).
- 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.

Diary App
- Designed and developed an interactive simulation in Processing around the visualisation of a data set, considering proper UX design. Named 'Dear Data Diary' Creative Coding after the university module I made it for.