Billy Pak Lam Lee

https://github.com/pl3lee

Email : pl3lee@uwaterloo.ca Mobile : +1(437)224-6179

Address: 57 Russell Hill Road, Markham, Ontario, Canada L6C 2M5

EXPERIENCE

Hanabusa Japan Real Estate

Japan (Remote)

Data Entry Automator

Sep 2020 - Sep 2021

o Web Scraping and Data Entry Automation, Residential Properties

- * Extracted residential property information and images from a Japanese real estate website (homes.co.jp) using BeautifulSoup4 and entered them into the company website (hanabusa-realty.com) using Selenium in Python.
- * Saved up to 60 hours of manual labor per month.
- Web Scraping, Investment Properties
 - * Extracted investment property information from a Japanese investment property website (system.reins.jp).
 - * Wrote a Python script that converted PDF files (Information taken from the website) into HTML files. Then, Selenium was used to select essential property information (over 30 fields) from the HTML file.
 - * Saved up to 60 hours per month when compared to manually extracting information.

Projects

• Biquadris - C++

- A variation of the Tetris game but with customizable board size and win condition.
- Implemented using the Model-View-Controller design pattern.
- The Factory Method design pattern was used to generate blocks for different levels, where each level has different probabilities for generating different blocks.
- The X Window System was used to create the GUI.

• Sudoku Solver - Python

• Implemented using the backtracking algorithm.

• Watcard Transactions and Balance Checker - Python

- o Scraped Watcard transactions and balances using Selenium.
- Used matplotlib to create a frequency graph for the transactions.
- CV Generator HTML/CSS/JavaScript(React)
 - Created a webpage that generates a CV using React.
- Battleship HTML/CSS/JavaScript(React)
 - Created a Battleship game using React.
- RunSuite Bash Script
 - Created a Bash script that checks if a given program matches the output of the given test suite.

EDUCATION

University of Waterloo

Ontario, Canada

Honours Bachelor of Mathematics - Third Year

Sep. 2020 - Aug. 2024

- \circ Cumulative GPA: 3.9/4.0
- Double Major: Computational Mathematics and Combinatorics & Optimization
- o Minor: Computer Science

SKILLS

- Programming Languages: Python, JavaScript, TypeScript, C++, C, Bash, HTML, CSS, SQL, Ruby, R, MIPS Assembly, Racket, LaTeX
- Technologies/Frameworks: React, Redux Toolkit, Firebase, Selenium, BeautifulSoup4, Git, npm, Webpack, Linux/Unix, Adobe Photoshop, MS Office Suite