

# Billy Pak Lam Lee

<https://github.com/pl3lee>

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## EXPERIENCE

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- **Rhetoricon, University of Waterloo** Waterloo, Ontario, Canada
  - Full Stack Developer Intern* *Jan 2023 - Apr 2023*
    - **Rhetoricon Website**
      - \* Implemented a search bar using MaterialUI on the sources page, enabling users to easily find relevant content.
      - \* Extended search functionality for the figures page by creating an autocomplete dropdown menu that displays associated figures when searching for synonyms.
      - \* Utilized GitLab pipeline for testing and linting to ensure high code quality and optimal website performance
      - \* Collaborated with senior developers to create responsive and user-friendly interfaces using NextJS components.
      - \* Assisted a cognitive linguistic research group in developing their website using NextJS and TypeScript for the frontend and a Golang REST API for the backend.
- **Hanabusa Japan Real Estate** Japan (Remote)
  - Data Entry Automator* *Sep 2020 - Sep 2021*
    - **Web Scraping and Data Entry Automation, Residential Properties**
      - \* Extracted residential property information and images from a Japanese real estate website ([homes.co.jp](https://homes.co.jp)) using BeautifulSoup4 and entered them into the company website ([hanabusa-realty.com](https://hanabusa-realty.com)) using Selenium in Python.
      - \* Saved up to 60 hours of manual labor per month.

## PROJECTS

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- **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**
  - 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

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- **University of Waterloo** Ontario, Canada
  - Honours Bachelor of Mathematics - Third Year* *Sep. 2020 - Aug. 2024*
    - Cumulative GPA: 3.9/4.0
    - Double Major: Computational Mathematics and Combinatorics & Optimization
    - Minor: Computer Science

## SKILLS

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