Billy Lee

(437) 224-6179 billy.pl.lee@gmail.com Portfolio GitHub LinkedIn

Employment

Lead Developer (Part-time)

University of Waterloo

Starting Jan 2024

Full Stack Developer (Part-time)

University of Waterloo

Jan – Apr, Sept – Dec 2023

- Spearheaded the implementation of advanced features including Rich Text Support and dynamic highlighting functionality.
- Innovatively designed and executed responsive Next.js components and pages, leveraging Material UI for optimal user experience.
- Engineered and deployed robust backend endpoints for a Golang-based REST API.
- Authored comprehensive tests using Jest and React Testing Library to ensure code integrity and functionality.

Presales Intern

Hewlett Packard Enterprise

May - Aug 2023

- Developed and launched a React.js-based demo portal as the sole developer, effectively showcasing HPE GreenLake solutions and streamlining the demo process by at least 50%.
- Orchestrated the automation and optimization of demo processes for a range of HPE solutions, utilizing Python and Bash scripts, and managed VMware vSphere VM environments to ensure efficient and effective demo execution.

Computer Technician Intern

Bolee Machine Tool Ltd.

Apr – Jun 2023

- Revolutionized product management by developing a Python-based automation tool using Selenium for the company's WordPress e-commerce site, slashing 2 months of manual effort to just 4 hours.
- Managed the company's server system, including configuring the VPN server for remote access and upgrading the storage of the NAS server.

Education

Waterloo, ON Canada

University of Waterloo

Sept 2020 – Aug 2024

- Honours Bachelor of Mathematics Fourth Year.
- Double Major in Computational Mathematics, and Combinatorics & Optimization.
- Minor in Computer Science

Technical Experience

Projects

- Instagram Clone. Developed an Instagram clone using Next.js, TailwindCSS, Express, Firebase Auth, MongoDB, Socket.io, and Node.js, replicating core features such as user registration, profiles, post creation, and real-time chat.
- **Biquadris**. Engineered a customizable Tetris variant in C++, utilizing MVC and Factory Method design patterns for a robust architecture. Created an engaging and user-friendly GUI using the X Window System, with adjustable board dimensions and win conditions.

Skills

- Languages: TypeScript, JavaScript, HTML, CSS, Python, C++, Go, Bash, SQL, LaTeX, MATLAB
- Technologies/Frameworks: React, Next.js, Socket.io, Node.js, MongoDB, Mongoose, MaterialUI, TailwindCSS, Jest, React Testing Library, Firebase, Selenium, Git, npm, Linux/Unix, Wordpress, Github, Gitlab.