RODGER LEE

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EDUCATION

University of California, Los Angeles
B.S. in Civil and Environmental Engineering
Technical Breadth in Computer Science
GPA: 3.674

- Chi Epsilon Honor Society, Fall '19
- UCLA (2018-2019) Kimberley E. & Allen M. Yourman Jr. Endowed Scholarship in Engineering
- Alhambra Cathay Bank Distinguished Scholar

LANGUAGES   TECHNOLOGIES

C++   MongoDB, mongoose,
MATLAB   Node.js, Express.js, React,
Python   Bootstrap, Jquery, Dash
JavaScript
HTML /CSS

COURSEWORK

- Object-Oriented Programming (C++)
- Data Structures (C++)
- Computer Organization (C)
- Web Development (MERN stack)
- Algorithms and Complexity
- Software Construction Laboratory

ACTIVITIES

Ambassador (2018 - Present)
UCLA Engineering Ambassadors

Project Manager (2018 - 2019)
American Society of Civil Engineers (ASCE) at UCLA - Seismic Design Team

External Vice President (2019 - 2020)
Earthquake Engineering Research Institute (EERI)

PROFESSIONAL EXPERIENCE

Data Science Intern   June 2020 - Present
Gottlieb Neuro, Santa Monica, CA

- Developed a Dash.plotly python web dashboard application, used by 4 clinics with 50+ patients, to help clinicians and patients better understand their clinical progress and health improvements
- Scripted 20+ scoring algorithms to provide 20+ types of graphical data based on proven psychological surveying methods
- Utilized AWS s3 and boto3 for data storage and reading, and deployed with Heroku
- Built Python scripts to parse and automate patient data storage from Google Drive into AWS and local storage

Land Development Civil Analyst Intern   June 2020 - July 2020
Kimley-Horn & Associates, Los Angeles, CA

- Created a concept design for a Request for Proposal (RFP) for a 300,000 square ft. mixed-use development
- Shadowed professional analysts in Land development engineering tasks, including LID BMP completion, grading, and utility analysis

PROJECTS

ToDoList - https://todolist-a-p-p.herokuapp.com/

- Built a website that allows users to create an account, add and manage tasks and lists, see overdue items, etc.
- Implemented REST API for managing all users' posts using Node.js, Express.js, and MongoDB
- Designed interface, flexible navbar/sidebar, and front-end using Bootstrap, HTML, CSS, JavaScript
- Utilized Facebook, Google APIs, and passport libraries to authenticate users and track use sessions

Goober Eats *(C++)*

- Built a delivery logistics system that loads and indexes open street map geospatial data to produce delivery plans and navigation instructions
- Implemented a delivery optimizer to minimize delivery distances, and a custom expandable HashMap with linear probing to hash geocoordinate keys

Kontagion *(C++)*

- Implemented functionalities for an arcade-style shooting game where users control an avatar "Socrates" with real-time directional key inputs to defeat enemies with tracking abilities
- Employed fundamental object-oriented design concepts including, polymorphism, inheritance, class construction/destruction, etc.