Roger Lee

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EDUCATION

UCLA
BS in Computer Science and Engineering
June 2015 | Los Angeles, CA
Cum. GPA: 3.7/4.0

LINKS

Github: **rogerjxlee**
LinkedIn: **rogerjxlee**

REL. COURSEWORK

- Artificial Intelligence
- Computer Graphics
- Computer Networking Physical Layer
- Computer Systems Architecture
- Database Systems
- Formal Languages and Automata
- Functional Programming
- Operating Systems
- Unix Tools and Scripting

SKILLS

PROGRAMMING
Proficient
Java • Python • C++ • C
HTML • CSS • JavaScript/JQuery
SQL • LaTeX
Familiar:
OCaml • Prolog
OpenGL • Assembly

LANGUAGES
Mandarin

SOCIETIES

2013 Upsilon Pi Epsilon
2012 Eta Kappa Nu
2012 Tau Beta Pi
2011 IEEE

INTERESTS

Dance
Cycling
Basketball

EXPERIENCE

WORKDAY | Software Development Engineer I
Aug 2015 – Present | Pleasanton, CA

- Maintained modular user interface framework built in **Java** and the company proprietary programming language.
- Created REST APIs for integrating acquired technologies into the company's technology stack.
- Developed protocols for data paging in high volume scrollable grids.
- Built framework for users to easily broadcast announcements to selected audiences.

QUALCOMM | Interim Engineering Intern
Jun 2014 – Sep 2014 | San Diego, CA

- Maintained web application, built in **Python** and **Django**, for tracking smartphone crashes in an automated testing environment.
- Developed a REST API to expose smartphone crash data.
- Set up Buildbot to automatically test and deploy when changes were detected in the repository.
- Installed Elasticsearch, Logstash, and Kibana to provide actionable insights from the log files of the web application.

L3 COMMUNICATIONS ETI | Test Engineering Intern
Jun 2013 – Sep 2013 | Torrance, CA

- Automated an electromagnetic compatibility (EMC) test station, reducing test time by **83%**.
- Wrote software for a test console to control a spectrum analyzer and a signal generator for the automated EMC test station.
- Created software to track product status throughout production and testing.

PROJECTS

BASE CONVERTER WEB APP | Personal
August 2016 | Pleasanton, CA

- Developed a web app that converts numbers from one base to multiple other user-defined bases.
- Implemented the base-conversion algorithm with client-side **JavaScript**, eliminating the need for server communication after the first page load, allowing for a quicker and more responsive user experience.

RAY TRACER | UCLA Computer Graphics
Feb 2015 | Los Angeles, CA

- Created a parallelized Ray Tracer in **C++** for spheres with local illumination, reflections, and shadows.

OCAML INTERPRETER | UCLA Programming Languages
Jan 2014 | Los Angeles, CA

- Implemented an interpreter in **OCaml** for the following subset of OCaml features: declaration, expression evaluation, function calls, recursion, dynamic type checking, error handling, static scoping, and pattern matching.

PARALLELIZED LINUX SHELL | UCLA Operating System Principles
Jan 2013 | Los Angeles, CA

- Created a shell in **C** that parsed and tokenized input to create an execution tree and ran commands in parallel when they had no dependencies.