

# Ryan Lee

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## Education: University of California, Berkeley

- Bachelors in Computer Science | Expected Date of Graduation: May 2021
- 3.67 Technical GPA | 3.54 Overall GPA

## Technical Coursework

- |   |             |
|---|-------------|
| • CS70: Discrete Mathematics and Probability Theory   | Spring 2019 |
| • CS61C: Machine Structures                           | Spring 2019 |
| • CS61B: Data Structures                              | Fall 2018   |
| • EE16B: Designing Information Devices and Systems II | Fall 2018   |

## Experience

### Software Intern at Starbutter AI | *Berkeley, CA* | [www.starbutter.com](http://www.starbutter.com)

Jan 2019 - Present

- Redesigned 4 financial calculator chatbots to have an independent interface for more client traffic.
- Built a generic chatbot webhook that allowed non-technical users create user-specified chatbot responses without the need of an engineer.
- Improved code uniformity by integrating a common library with generic features into the chatbot webhooks.
- Updated 5 existing chat bots based on customer specified features using AWS Lambda, Chalice, DynamoDB, and Google Dialogflow.

### Software Intern at Omnivision Technologies | *Santa Clara, CA* | [www.ovt.com](http://www.ovt.com)

May 2018 - Aug 2018

- Increased corporate productivity by designing and integrating 3 web based database management systems for the marketing and sales departments.
- Wrote various automation testing scripts for testing other web applications functionalities using django automated testing, selenium, and pytest.

### Marketing Intern at Western Digital | *Newark, CA* | [www.westerndigital.com](http://www.westerndigital.com)

Jun 2015 - Aug 2015

- Enabled technical understanding within customer base by creating product overview and support videos using Apple Motion & Apple Final Cut Pro X software programs.
- Practiced creativity by explaining technical concepts through easy-to-understand support videos.

## Projects

### Wrestler's Portal iOS Application

Jun 2018 - Present

- Designed an iOS Application to send push notifications to subscribed users to alert wrestlers of upcoming matches/tournaments.
- Used Swift 4 for the frontend, Apple Cloudkit for the database, and Node.js for the backend.

### Wrestling Tournament Administration Software

Oct 2017 - Jan 2018

- Applied computer science to wrestling by developing the backend for software to host wrestling tournaments using HTML, an offline server, and Java.

## Extracurricular

### CS 61B Academic Intern | *Berkeley, CA*

Jan 2019 - Present

- Mentored and consulted Spring CS 61B (Data Structures) students with lecture material and Java by assisting during lab and office hours.

### Tech Chair at Optimir Consulting | *Berkeley, CA*

Aug 2017 - Jan 2019

- Managed and kept the Optimir Consulting public website up to date.

## Skills

Python • Java • Git • Javascript • Full Stack Web Dev • C • Swift • Assembly • Apple Cloudkit • Software Automated Testing • Django • iOS Dev • ChatBots • AWS • Dialogflow • Consulting • Final Cut Pro X