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   **Jan 2019 - Present**
- Updated various existing chat bots with customer specified features using AWS Lambda, Chalice, DynamoDB, and Google Dialogflow.
- Built a generic chatbot webhook that allowed business users to create user-specified chatbot responses without the need of an engineer.

Software Intern at Omnivision Technologies | *Santa Clara, CA |* www.ovt.com   **May 2018 - Aug 2018**
- Developed various web applications using Django and MySQL to give non-technical corporate users an interface to create, read, update, and delete from company databases.
- Wrote various automation testing scripts for testing other web applications functionalities using django automated testing, selenium, and pytest.

Winter Extern at EAG Laboratories | *Sunnyvale, CA |* www.eag.com   **Jan 2018 - Feb 2018**
- Gained familiarity with Integrated Circuit Failure Analysis equipment and methods, including X-Ray & SEM machines.

Marketing Intern at Western Digital | *Newark, CA |* 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 Swift4 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 · HTML · CSS · Javascript · JQuery · Swift · Apple Cloudkit · Full Stack Web Dev · Software Testing · Django · iOS Dev · Consulting · Final Cut Pro X · ChatBots · AWS · Dialogflow