

Ryan Lee

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Objective: Well-rounded individual with diverse experiences intending to further expand skillset. Seeking a Computer Science technical internship position for summer 2020.

Education

University of California, Berkeley

- Bachelors Degree in Computer Science | Intended Graduation: May 2021
- Cumulative GPA : 3.5

Technical Skills

- | | | | |
|---------------------------|-----------|------------|------------|
| • Artificial Intelligence | • Git | • Python | • Git |
| • Neural Networks | • Node.js | • GraphQL | • Security |
| • Java | • AWS | • Selenium | • Jest |
| • Django | • Vue | • C | • Enzyme |
| • Postgres | • Go | • C++ | • Spring |

Work Experience

Software Engineering Intern at [Better Sports](#) | *Berkeley, CA*

Jun 2019 - Sep 2019

- Built iOS application for startup targeting online sports betting. Responsible for both frontend and backend user login experience.
- Backend: verified user authentication through validating GraphQL login tokens. Coding using Java and Spring.
- Frontend: designed iOS-based login interface using React Native.

Software Engineering Intern at [Starbutter AI](#) | *Berkeley, CA*

Jan 2019 - May 2019

- Enhanced user experience and backend efficiency implementation of chatbot interfaces.
- Facilitated and implemented feedback from customers and beta tester user groups.
- Implemented user-friendly template chatbot to extend reach of chatbot capability to non-technical customers via Google Assistant.
- Responsible for the backend development for the AWS Lambda webhooks. Coding using Python.

Software Engineering Intern at [Omnivision Technologies](#) | *Santa Clara, CA*

May 2018 - Aug 2018

- Created company-internal tools, interfaces, and libraries to improve employee productivity. Leveraged Django to store and access marketing and sales data to be used by productivity applications.
- Responsible for the full-stack design of each application. Coding using Javascript & Python.

Interest Projects

Wrestler's Portal iOS Application

- Designed my own iOS Application to send push notifications to subscribed users to alert wrestlers & coaches of upcoming matches.
- Handled APNS code storage and distribution through working with Apple developer infrastructure.
- Used Swift for the frontend, Apple Cloudkit for the cloud database, and Node.js for the server and backend.

ML Image-Based Integer Classifier

- Built & trained Neural Network to classify digits from images using a perceptron and linear regression models.
- Used Python and NumPy for data processing and model training.

Member of UC Berkeley Men's Ultimate Frisbee Team | *Berkeley, CA*

- Finished 17th in the nation for the 2019 Collegiate Ultimate Frisbee season.
- Social Chair: Plan biweekly events for team bonding and socialization outside of practice.

Software Developer at Neurotech At Berkeley | *Berkeley, CA*

- Work on Neurotechnology related project to help better the world.
- Develop internal club software to integrate with the hardware teams.

Social Chair at Davidson/Griffith Residence Hall Association | *Berkeley, CA*

- Planned & coordinated monthly social events for the 200+ students in these student residence halls during freshman year. Exercised networking, teamwork, program management, and public speaking in executing these events.