

Ryan J. Lee

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Objective: To learn & to contribute through diverse and exciting experiences.

Education

University of California, Berkeley — 3.62 GPA

BA in Computer Science, Expected Date of Graduation: May 2021

Technical Coursework

CS61B: Data Structures — UC Berkeley (2018)

EE16B: Designing Information Devices and Systems II — UC Berkeley (2018)

CS61A: The Structure and Interpretation of Computer Programs — UC Berkeley (2018)

EE16A: Designing Information Devices and Systems I — UC Berkeley (2018)

Work Experience

Software Programming Intern at Omnivision Technologies, CA (May 2018 - August 2018)

Developed an app using Django and MySQL to give non-technical corporate users an interface to create, read, update, and delete from various databases.

Winter Extern at EAGLE Laboratories, CA (January 2018)

Gained familiarity with Integrated Circuit Failure Analysis equipment and methods, including X-Ray & SEM machines.

Marketing Intern at Apple, CA (June 2015 - August 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.

Leadership

Davidson-Griffith Residence Hall Association — (2017 - Present)

Social Vice President (2017 - Present): Developed Project Management skills in planning regular social events for residence halls. Exercised networking and teamwork in executing these events.

UC Berkeley, CA Project Smile — (2017 - 2018)

Mentor (2017 - 2018): Gave back to the community as a student mentor and tutor for middle school students.

Extracurricular

Berkeley, CA Optimir Consulting — (2017 - Present)

Tech Chair (2018 - Present): Manage and keep the Optimir Consulting public website up to date using Django.

Projects

Undergraduate Woman in Engineering at Berkeley Website — (2018 - Present)

Built, developed, and maintained the public website for UC Berkeley club using HTML, CSS, and Javascript.

Wrestling Tournament Administration Software — (2017 - Present)

Applied computer science and wrestling by developing the backend for software to host wrestling tournaments using HTML, an offline server, Java, and wireless networking. Software is still being used today.

Skills

Java Programming • C++ Programming • Python Programming • HTML • CSS • Javascript • JQuery • Frontend Development • Backend Development • Web Development • Django • Final Cut Pro X