

Ryan Lee

Sunnyvale, CA • (408) 218 4911 • ryanjlee@berkeley.edu • [ryazlee.github.io](https://github.com/ryazlee)

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

Education: University of California, Berkeley | *3.80 Technical GPA, 3.62 Overall GPA*

- Bachelors in Computer Science | Expected Date of Graduation: May 2021

Technical Coursework

- CS61B: Data Structures Fall 2018
- EE16B: Designing Information Devices and Systems II Fall 2018
- CS61A: The Structure and Interpretation of Computer Programs Spring 2018
- EE16A: Designing Information Devices and Systems I Spring 2018

Experience

Software Intern at Omnivision Technologies | Santa Clara, CA 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 Jan 2018

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

Marketing Intern at Tegile Systems | Newark, CA June 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

Swift UI Utility Library | https://github.com/ryazlee/swift_ui_utils July 2018 - Present

- Programmed and spearheaded a Swift 4 library that allows iOS developers to programmatically create UI elements.
- Eliminates the need to drag and drop for iOS development.
- Allows more customizable UI elements.

Wrestling Tournament Notifier iOS Application June 2018 - Present

- Designed and built an iOS Application to send push notifications to subscribed users.
- Used Swift for the frontend, Apple Cloudkit for the database, and Node.js for the backend.

Wrestling Tournament Administration Software Oct 2017 - Present

- Applied computer science to 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.

Extracurricular

Tech Chair at Optimir Consulting | Berkeley, CA Aug 2017 - Present

- Manage and keep the Optimir Consulting public website up to date.
- Worked with Roots of Success to increase awareness for environmental protection.

Skills

Java • C++ • Python • Git • HTML • CSS • Javascript • JQuery • Frontend Development • Backend Development • Web Development • Django • iOS Development • Final Cut Pro X • Product Testing