

# Ryan Lee

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

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

## Education: University of California, Berkeley

- Bachelors in Computer Science | Expected Date of Graduation: May 2021
- 3.80 Technical GPA | 3.62 Overall GPA

## 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](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 developers to customize more aspects of 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.

## 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