

# Ryan Lee

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## Education

### University of California, Berkeley

Aug 2017 - May 2021

- Bachelors in Computer Science | 3.5 GPA
- Technical Coursework: Data Structures, Introduction to AI, Machine Structures, Discrete Computer Security, Mathematics and Probability Theory, Designing Information Devices and Systems

## Technical Skills

- Expert: Git, Python, Java, Node, React Native, Selenium, Django, GraphQL, AWS, Postgres, Spring
- Intermediate: Jest, Enzyme, Artificial Intelligence, Neural Networks, Vue, Go, SQL, C, C++
- Learning: Computer Security

## Experience

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

Jun 2019 - Present

- Reduced backend database storage space by developing a token invalidation function for removing a user's login token.
- Restructured login and signup UI by integrating a loading splash screen into the front end of a react native application.
- Handled all user sign in errors by displaying an error message to the user if the inputted username or password is incorrect.

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

Jan 2019 - May 2019

- Redesigned 4 specialized financial calculator chatbots to have an independent interface for more client and user traffic.
- Built a generic chatbot webhook that allowed non-technical users to create user-specified chatbot responses without the need of an engineer.
- Improved code uniformity by integrating a common library with generic features into the chatbot webhooks.
- Updated 5 existing chatbots based on customer-specified features using AWS Lambda, Chalice, DynamoDB, and Google Dialogflow.

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

May 2018 - Aug 2018

- Increased corporate productivity by designing and integrating 3 web-based database management consoles for the marketing and sales departments.
- Wrote various automation testing scripts for testing other web applications functionalities using django automated testing, selenium, and pytest.

## 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 Swift 4 for the frontend, Apple Cloudkit for the database, and Node.js for the backend.

## Extracurricular

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

Aug 2018 - Present

- Qualified for 2019 Collegiate Ultimate Frisbee National Championships in Round Rock, Texas.
- Social Chair: Plan biweekly events for team bonding and socialization outside of practice.

### CS 61B Academic Intern | Berkeley, CA

Jan 2019 - May 2019

- Mentored and consulted with Spring CS 61B (Data Structures) students with lecture material and Java by assisting during lab and office hours.