

Ryan Lee

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Education

University of California, Berkeley

Aug 2017 - May 2021

- Bachelors in Computer Science | 3.4 GPA
- Technical Coursework: Data Structures, AI, Databases, Computer Security, Discrete Mathematics and Probability Theory, Internet Architecture, Machine Structures

Technical Skills

- Proficient: Git, Python, Java, Node, React Native, Cyber Security, Django, GraphQL, AWS, Postgres
- Intermediate: Artificial Intelligence, Jekyll, Jest, Enzyme, Neural Networks, Vue, Go, SQL, C, C++
- Learning: Databases, Ruby, Internet Architecture, Data Science

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.
- Frontend: designed iOS based login interface using React Native.
- Backend: verified user authentication through validating GraphQL login tokens. Coding using Java and Spring.

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 and Python.

Projects

Wrestler's Portal iOS Application

Jun 2018 - Jan 2019

- Designed my own iOS Application to send push notifications to subscribed users to alert wrestlers and 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.

Extracurricular

Member of UC Berkeley Men's Ultimate Frisbee Team

Aug 2018 - Present

- Finished 17th in the nation for the 2019 Collegiate Ultimate Frisbee season.
- Web Developer: Maintain the team's public website at ugmo.org using Jekyll.

Software Developer at Neurotech At Berkeley

Sep 2019 - Present

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

CS 61B Academic Intern

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.