

Ryan Lee

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Education: University of California, Berkeley

- Bachelors in Computer Science | 3.49 GPA | Expected Date of Graduation: May 2021
- Technical Coursework: Data Structures, Introduction to AI, Machine Structures, Discrete Computer Security, Mathematics and Probability Theory, Designing Information Devices and Systems

Experience

Software Intern at Better | *Berkeley, CA* | <https://bettersportsapp.com> Jun 2019 - Present

- Restructured login/signup UI by integrating a loading splash screen into the front end of a react native application.
- Refactored the codebase to follow the Airbnb react/JSX style guide.

Software Intern at Starbutter AI | *Berkeley, CA* | www.starbutter.com Jan 2019 - May 2019

- Redesigned 4 financial calculator chatbots to have an independent interface for more client and user traffic.
- Built a generic chatbot webhook that allowed non-technical users 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 chat bots based on customer specified features using AWS Lambda, Chalice, DynamoDB, and Google Dialogflow.

Software Intern at Omnivision Technologies | *Santa Clara, CA* | www.ovt.com May 2018 - Aug 2018

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

Marketing Intern at Western Digital | *Newark, CA* | www.westerndigital.com Jun 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

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.

Wrestling Tournament Administration Software Oct 2017 - Jan 2018

- Applied computer science to wrestling by developing the backend for software to host wrestling tournaments using HTML, an offline server, and Java.

Extracurricular

CS 61B Academic Intern | *Berkeley, CA* Jan 2019 - Present

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

Skills

Python • Java • Git • Javascript • React Native • Django • PostgreSQL • Springboot • AWS • Automated Testing • iOS Development • Apple Cloudkit • Dialogflow • Consulting • Final Cut Pro X • Go