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, Machine Structures, Computer Security, Discrete Mathematics and Probability Theory, Internet Architecture, Optimization Models

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: 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 team's public website at ugmo.org using Jekyll.

Software Developer at Neurotech At Berkeley   **Sep 2019 - Present**
- Work on Neurotechnology related projected 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.