Ryan J. Lee

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

Education

University of California, Berkeley | 3.80 Technical GPA, 3.62 Overall GPA
BA in Computer Science | Expected Date of Graduation: May 2021

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 - August 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 testing scripts for testing other web applications functionalities using django automated testing, selenium, and pytest.
Winter Extern at EAG Laboratories | *Sunnyvale, CA* | January 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 - August 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.

Leadership

Davidson-Griffiths Hall Association | *Berkeley, CA* | August 2017 - May 2018
    Social Vice President (2017 - Present): Improved Project Management skills in planning regular social events for residence halls. Exercised networking and teamwork in executing these events.

Extracurricular

Optimir Consulting — *Berkeley, CA* | 2017 - Present
    Tech Chair (2018 - Present): Manage and keep the Optimir Consulting public website up to date using Django.

Projects

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 | October 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. Software is still being used today.

Skills

Java · C++ · Python · HTML · CSS · Javascript · JQuery · Frontend Development · Backend Development · Web Development · Django · Web testing · Final Cut Pro X · iOS Development