Ryan Lee

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Experience

Software Engineer (Frontend) at Aurora | *San Francisco, CA*   Jan 2023 - Present
- Architected and maintained a web-based visualization platform for LiDAR and camera data, enabling autonomy teams to analyze perception and motion planning systems.
- Designed and implemented a plugin/extensions API to support scalable, multi-team development and modular UI contributions.
- Revamped the vehicle log platform playback system, transforming a monolithic architecture into a standalone service with lifecycle hooks and a scoped API, improving extensibility, scalability, debuggability, and performance.
- Reduced app startup latency by 6% through lifecycle optimizations such as deferred loading and parallelized resource fetching.
- Developed a bulk editor and audit tracer for test evaluation workflows, reducing triage latency and improving traceability.

Software Engineer (Mobile) at Snap Inc. | *San Francisco, CA*   July 2021 - Dec 2022
- Designed and pioneered a shared Search UI platform for cross-team utilization.
- Reconstructed Universal Search UI components as a plugin for various search surfaces across the Snapchat app.
- Collaborated with the Sharing team to enable users to search for on-device contacts, leading to a 25% increase in New User Link App Opens.
- Conceptualized and developed a 'Welcome Pretype' experience, simplifying Snapchat's features into an easily digestible UI. This resulted in a significant boost in Search's lens opens and verified user adds.
- Integrated Snapchat+ into Search through launchable Snapchat+ search results and badges.
- Managed Search frontend clients (both Android and iOS) using Typescript, Objective-C, and Kotlin.

Software Engineer (Intern) at Apple | *Remote*   Aug 2020 - Dec 2020
- Enhanced company-internal tools, interfaces, and libraries to improve device failure diagnosis.
- Managed web app using Go, React, and GraphQL.

Education

University of California, Berkeley   Aug 2017 - May 2021
- Bachelor of Computer Science | 3.4 GPA

Projects

Wrestler's Portal iOS Application   Jun 2018 - Jan 2019
- Designed an iOS Application to send push notifications to subscribed users to alert wrestlers and coaches of upcoming matches in a wrestling tournament
- Managed APNS storage and distribution by collaborating with Apple developer infrastructure.
- Swift for the frontend, Apple Cloudkit for the cloud database, & Node.js for the backend/server.

Technical Skills

- Languages: Typescript, Python, Golang, Java, Objective-C, Kotlin, Swift
- Frameworks: React, Bazel, Node.Js, Gorm, Jest, Enzyme, SwiftUI, Postgres, Playwright
- Tooling: Git, Jira, Grafana, AB Testing