Ryan Lee

San Francisco, CA ▪ (408) 218 4911 ▪ ryanjlee@berkeley.edu ▪ ryazlee.github.io

Education

University of California, Berkeley   **Aug 2017 - May 2021**
- Bachelors in Computer Science | 3.4 GPA

Experience

Software Engineer (Fullstack) at Aurora | *San Francisco, CA*   **Jan 2022 - Present**
- Maintained and developed the internal web tools for streamlining the workflows for online/offline event triage. Integrated various web systems for triagers to utilize and maximize productivity.
- Standardized the Deficiency Issue Reporting system by remodeling the issue linking infrastructure.
- Reduced the Test Triage evaluation end to end latency by engineering a bulk editing and feedback system into the triage workflow.

Software Engineer (Mobile) at Snap Inc. | *San Francisco, CA*   **July 2021 - Dec 2022**
- Designed and pioneered a shared Search UI platform to be used by other teams. Reconstructed the Universal Search UI components and codebase to be used as a plugin for other search surfaces across Snapchat.
- Collaborated with the Sharing team to allow users to search for their on-device contacts (via phone contact book) to either send a friend request or invite them to Snapchat depending on if they have a Snapchat account. Increased New User Link App Open by 25%.
- Conceptualized and crafted a "Welcome Pretype" experience for new users to help simplify Snapchat's features into an easily digestible UI. Increased search's lens opens (48% on Android, 15% on iOS) and search's verified user adds (90% on Android, 139% on iOS).
- Incorporated Snapchat+ into Search through a launchable Snapchat+ search result and badges.
- Responsible for Search front end client management (both Android and iOS) using Typescript, Objective-C, and Kotlin.

Software Engineer (Intern) at Apple | *Remote*   **Aug 2020 - Dec 2020**
- Improved company-internal tools, interfaces, and libraries to enhance device failure diagnosis.
- Coding using Go, React, and GraphQL.

Software Engineer (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.
- Verified user authentication through validating GraphQL login tokens using Java and Spring.

Software Engineer (Intern) at Starbutter AI | *Berkeley, CA*   **Jan 2019 - May 2019**
- Implemented user-friendly template chatbot to extend the reach of chatbot capability to non-technical customers via Google Assistant.
- Responsible for the backend development for the AWS Lambda webhooks. Coding using 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 storage and distribution through working with Apple developer infrastructure.
- Swift for the frontend, Apple Cloudkit for the cloud database, & Node.js for the backend/server.

Technical Skills

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