

Ryan Lee

Sunnyvale, CA • (408) 218 4911 • ryanjlee@berkeley.edu • ryazlee.github.io

Education: University of California, Berkeley

- Bachelors in Computer Science | Expected Date of Graduation: May 2021
- 3.67 Technical GPA | 3.54 Overall GPA

Technical Coursework

- | | |
|---|-------------|
| • CS70: Discrete Mathematics and Probability Theory | Spring 2019 |
| • CS61C: Machine Structures | Spring 2019 |
| • CS61B: Data Structures | Fall 2018 |
| • EE16B: Designing Information Devices and Systems II | Fall 2018 |

Experience

Software Intern at Starbutter AI | *Berkeley, CA* | www.starbutter.com

Jan 2019 - Present

- Updated various existing chat bots with customer specified features using AWS Lambda, Chalice, DynamoDB, and Google Dialogflow.
- Built a generic chatbot webhook that allowed business users to create user-specified chatbot responses without the need of an engineer.

Software Intern at Omnivision Technologies | *Santa Clara, CA* | www.ovt.com

May 2018 - Aug 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 automation testing scripts for testing other web applications functionalities using django automated testing, selenium, and pytest.

Winter Extern at EAG Laboratories | *Sunnyvale, CA* | www.eag.com

Jan 2018 - Feb 2018

- Gained familiarity with Integrated Circuit Failure Analysis equipment and methods, including X-Ray & SEM machines.

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 Swift4 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.

Tech Chair at Optimir Consulting | *Berkeley, CA*

Aug 2017 - Jan 2019

- Managed and kept the Optimir Consulting public website up to date.

Skills

Python • Java • Git • Javascript • Full Stack Web Dev • C • Swift • Assembly • Apple Cloudkit • Software Automated Testing • Django • iOS Dev • ChatBots • AWS • Dialogflow • Consulting • Final Cut Pro X