Ryan Lee

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Education: University of California, Berkeley
- Bachelors in Computer Science | 3.49 GPA | Expected Date of Graduation: May 2021
- Technical Coursework: Data Structures, Introduction to AI, Machine Structures, Discrete Computer Security, Mathematics and Probability Theory, Designing Information Devices and Systems

Technical Skills
- Expert: Git, Python, Java, Node, React Native, ES6, Django, Apple Cloudkit, Pytest, DialogFlow
- Intermediate: AWS, Postgres, Spring, Vue, Go, SQL, C, C++
- Learning: Artificial Intelligence, Neural Networks

Experience
Software Intern at Better | *Berkeley, CA* | https://bettersportsapp.com   Jun 2019 - Present
- Reduced backend database storage by developing a token invalidation function for removing a user's login token.
- Restructured login/signup UI by integrating a loading splash screen into the front end of a react native application.
- Handled all user sign in errors by displaying an error message to the user if the submitted username or password is incorrect.

Software Intern at Starbutter AI | *Berkeley, CA* | www.starbutter.com   Jan 2019 - May 2019
- Redesigned 4 financial calculator chatbots to have an independent interface for more client and user traffic.
- Built a generic chatbot webhook that allowed non-technical users create user-specified chatbot responses without the need of an engineer.
- Improved code uniformity by integrating a common library with generic features into the chatbot webhooks.
- Updated 5 existing chat bots based on customer specified features using AWS Lambda, Chalice, DynamoDB, and Google Dialogflow.

Software Intern at Omnivision Technologies | *Santa Clara, CA* | www.ovt.com   May 2018 - Aug 2018
- Increased corporate productivity by designing and integrating 3 web based database management consoles for the marketing and sales departments.
- Wrote various automation testing scripts for testing other web applications functionalities using django automated testing, selenium, and pytest.

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 Swift 4 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 - May 2019
- Mentored and consulted Spring CS 61B (Data Structures) students with lecture material and Java by assisting during lab and office hours.