

# 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*

- Bachelors 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 automation 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.

## Projects

Swift UI Utility Library | [https://github.com/ryazlee/swift\\_ui\\_utils](https://github.com/ryazlee/swift_ui_utils) | July 2018 - Present

- Programmed and spearheaded a Swift 4 library that allows developers to programmatically create UI elements.
- Eliminates the need to drag and drop for iOS development.

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.

## Extracurricular

Optimir Consulting — *Berkeley, CA* | August 2017 - Present

- Tech Chair (2018 - Present): Manage and keep the Optimir Consulting public website up to date using Django.

## Skills

Java • C++ • Python • Git • HTML • CSS • Javascript • JQuery • Frontend Development • Backend Development • Web Development • Django • Product Testing • Final Cut Pro X • iOS Development