SANGJUN LEE

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EDUCATION

University of California, Berkeley - *B.S. in Electrical Engineering and Computer Science* **May 2024**

Relevant Coursework: Data Structures, Efficient Algorithms and Intractable Problems, Great Ideas of Computer Architecture, Designing Information Devices and Systems I, Discrete Mathematics and Probability Theory, Multivariable Calculus, Structure and Interpretation of Computer Programs, Foundations of Data Science

SKILLS

Java, Python, C, Swift, ReactNative, SQL, Firebase, REST APIs, Javascript, HTML/CSS, Node.js, Git, RISC-V, SIMD, Express, Supabase, NumPy, Logisim, English, Spanish, Korean

EXPERIENCE

KidNCrew | *React Native Developer* **Jan 2023 - Present** | *Berkeley, CA*

- Collaborated with a team of 8 to develop a sports social media app from scratch using React Native
- Implemented Root Navigation system to streamline screen and stack navigation
- Integrated Supabase backend with frontend to optimize data flow and improve user experience, reducing app loading time by 30%

Neighbor Ride | *Backend Developer Intern* **Oct 2022 - Dec 2022** | *Berkeley, CA*

- Optimized data queries for large datasets of over 5000+ seniors and drivers to aid their transportation, resulting in a 30% reduction in average query time
- Developed internal tools and integrated core features such as Firebase authentication, ride pairing between drivers and seniors, ride status tracking, and routing optimization
- Utilized Retool making data entry and management easier and reduced time spent on administrative tasks by 20%

PROJECTS

RentMe — *Full Stack Developer* **Aug 2021 - Dec 2021**

- Built a real-time, full-stack mobile application in Swift enabling college students to rent out sports and college equipments, collaborating with a team of 3 developers
- Designed and implemented a responsive user interface using Auto Layout and UIKit frameworks, featuring essential functionalities such as Home Page, Sign in/up Page, and main portal screen.
- Developed a RESTful backend server utilizing Node.js with Express.js to manage and store over 200+ sports equipment and 100+ users, allowing efficient retrieval of equipment data and improved application performance.

Spotify Bot **Aug 2022 - Dec 2022**

- Developed an automated system using Node.js and Spotify's web API to analyze and queue songs based on 10+ different features of the 50 most recently listened to songs
- Built a web application using Node.js, Pug, and the Express module to display newly queued songs, and integrated Spotify's web API for the backend

Gitlet **May 2022**

- Built a version-control system that emulates the functionality of Git, and implemented core features of Gitlet, including initialization, staging, committing, branching, and merging
- Incorporated serialization and persistence to save files and commit trees, and traversed through them with efficient tree traversing algorithms for optimal performance

ACTIVITIES

Academic Intern and Mentor — *Great Ideas in Computer Architecture (Machine Strucutres)* **Jan 2023 - Present**

- Led office hours for over 700 students at UC Berkeley taking the course, assisting students debug and increase program efficiency in their homework, labs, and projects
- Held weekly teaching sessions for a group of UC Berkeley students, instructing them concepts such as C, RISC-V, CPU, Pipelining, SIMD, OpenMP, and Spark