

Sean Lee

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EDUCATION

Queen's University, Canada, Bachelor of Applied Science, Computer Engineering **2015-2019**

Involvement: VR Software Engineering Lead (Queen's Spatially Aware Virtual Interfaces), Events and Logistics Director (Queen's Application Development Society), Member (Queen's Network Security Club)

Technologies: Java, C#, HTML-CSS-Javascript(React, Node, Express), C, C++, Python, Android, Kubernetes, NoSQL and Relational Databases, GCP, Azure, Apache Server systems

PROFESSIONAL EXPERIENCE

Microsoft Software Engineer, 1ES CloudTest **Sep. 2019-Present**

- Developed features for a set of core services on Azure that enabled distributable test submission, scheduling, resourcing, execution and report generation within Microsoft.
 - Programmed with C# using builder and event queue design patterns, service management on Azure Kubernetes and Azure Compute, databases included SQL and CosmosDB.
- Headed a large-scale migration project for moving major internal teams (Cosmos, Bing + 10 others) from legacy test systems to CloudTest.
 - Created custom tooling to manage test dependencies, and software for automatically detecting broken tests while converting legacy test configurations.
 - Created new test parsers and test adapters to support new configurations, and added several new systems into the base architecture to satisfy customer migration needs.
 - Coordinated with internal teams to determine and reach migration timelines.
 - Enabled CloudTest testing for these teams which resulted in the deprecation of 3 million VMs on physical servers saving millions of dollars per month.

Wyndo CTO, QICSI Incubator **Apr. -Sep. 2019**

- Co-Founded an insur-tech startup which provided a platform for automatically processing insurance documents and providing smart suggestions and requotes.
- Built the platform in various web technologies (Node, Express, React, Google Kubernetes, Google NLP API). Implemented backend data pipelines using python hosted on compute machines and GCP serverless computing.
- Developed a patent-pending algorithm describing a process for combining bounding algorithms and content analysis for processing insurance documents.
- Accepted into an accelerator in the UK with a grant of \$30,000.

Microsoft Software Engineering Intern, Microsoft Cloud Infra and Ops **May-Aug. 2018**

- Built a backend API service for exposing global data center metadata, and implemented a frontend component to this service on a webapp used by datacenter operators. API has over 300,000 requests a week.

University of Toronto, Engineering Outreach Instructor **May-Aug. 2017**

- Designed and taught a computer science curriculum to youth with different levels of technical understanding.

PROJECT EXPERIENCE

MOBA Game Design (League of Rodents) **Feb. 2020**

- Developed a fully featured MOBA style video game with all base mechanics of traditional MOBAs using Unity, Blender and various Unity Libraries.
- Built and designed architecture from scratch with the goal of making it clean and easy for additional developers to extend gameplay.

Smart-I Gaze Tracking System **Sep. 2018-Apr. 2019**

- Capstone Project, system to help the mobility disadvantaged control the computer with the eyes.
- Developed with Gaussian Process Regression, created lightweight software for custom sampling, training, validation and realtime processing.
- Won 1st Place Judge's vote and 1st Place Student's Vote.