Sean Lee

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EDUCATION

Wilfrid Laurier University — Waterloo, ON
Honours Bachelor of Science in Computer Science — *Sept. 2023 – May 2027*
GPA: 12.00/12.00

WORK EXPERIENCES

Incoming Software Developer Intern — May, 2024 - Sep, 2024
Kuala Lumpur Kepong Berhad — *Remote*
- Learn industrial strength programming languages to assist senior members with programming tasks
- Contribute to KLK's software development projects through collaborations with other members

EXTRA-CURRICULARS

Community Moderator, LCS — Aug. 2023 – April, 2024
Laurier Computing Society — *Waterloo, ON*
- Aided in the enforcement of Laurier Computing Society's values and server rules to ensure a pleasant environment
- Developed a strong relationship with fellow executive members to uphold a safe environment for the community

VP of Operations, Laurier Drink Delight — Dec. 2023 – April. 2024
Wiflrid Laurier University — *Waterloo, ON*
- Facilitated a 'Tea and Origami' event that attracted over 35 attendees, exceeding goals for the club's first event
- Cultivated a culture of teamwork within the operations division, leading to the successful implementation of many functions that streamlined workflow across departments

Community Outreach, First Year Leadership Position — Aug. 2023 – Dec, 2023
Laurier Off-Campus House Council — *Waterloo, ON*
- Coordinated and curated personalized events with other members of the outreach team for first-year students
- Effectively communicated with other first-year students to communicate with each individual's needs

Junior Badminton Team Coach, Student Athlete — Apr. 2023 – May 2023
Stephen Lewis Secondary School — *Mississauga, ON*
- Worked with high school students to develop basic skills in preparations for the ROPSSAA semi-finals and qualifier
- Developed close relationships with fellow athletes, coaching staff, school administrators, and teachers and conceptualized ideas to maximize practice for members of the team

PROJECTS

A Love Story | *Java, LibGDX, Box2D* — Jan. 2023 – March. 2023
- Developed a functional platformer game with different levels using the LibGDX game engine
- Designed different sprite sheets and art for individual stages of the game using Tiled
- Implemented file reading and writing with binary search and singleton pattern for the leaderboard system
- Decorated the game with custom text animations and player animation with LibGDX built-in libraries

Laurier '27 Discord Bot | *Node.js, Discord.js, Flask, Axios, File Server* — June. 2023 – July. 2023
- Developed and maintained a custom bot for a community with over 200 members with Node.js
- Implemented multiple custom commands and functions that utilize various API from OpenAI and RapidAPI

Blue Bin | *Java, LibGDX, Live Server* — Nov. 2022 – Dec. 2022
- Developed a functional mini-game based on the UNESCO environmental goals in the school's club competition
- Collaborated with team members to create sound effects and art designs for the game
- Placed in the top 3 in the competition with the work displayed to the student body and teachers

AWARDS

Ontario Scholar: Awarded to students who graduated with a 80+ overall average

AVAILABILITY

Available for full-time hours Monday through Sunday.