

# MELISSA SYLVIA LEE



MELISSA\_LEE\_10@SFU.CA



778-868-3663



COMPUTING SCIENCE

## EDUCATION

**Simon Fraser University** fall 2016-current  
Faculty of Applied Science  
Computing Science

## PERSONAL PROJECTS

**Virtual Reality Prototype** Spring 2017

- Coded and designed a virtual reality prototype using Unreal 4 Engine.
- Uses a mixture of C++ and the engine specific language Blueprint.
- Features AI, Game Design, VR, vision tracing, physics.
- Presented prototype to the founder and CEO of Archiact

**Coding, Modelling and Design Game** Spring 2016

- Coded and designed a small game on Unreal Engine 4.
- Uses a mixture of C++ and the engine specific language Blueprint.
- A game coded in C++ and Blueprints featuring artificial intelligence, 3D modelling, and virtual physics.

**Personal Website** spring 2017

- Currently coding a blog in Ruby on Rails and HTML to showcase projects, illustrations, and resume
- Post digital illustration content bi-weekly

**Android Messenger App** spring 2017

- Coded on Android Studio using Java/Javascript
- Designed the UI for the messenger app

## KEY SKILLS

Software Languages: C++, C, Python, Bash  
Web-Design Languages: HTML, Ruby on Rails, CSS, Java Script  
Databases: mySQL, Alpace

## COMMUNITY ENGAGEMENT

**Women in Tech (WinTech)** 2017-current

- Developed an interactive map using Mapbox, HTML, JavaScript to locate where WinTech team was on their cross-Canada tour.
- Coded map into Wordpress website
- Worked with a team to promote fellow women in the STEM industry.

**Virtual Reality Conference** 2017 spring

- Collaborated with HTC to showcase their virtual reality games
- Helped Archiact (a virtual reality company in Vancouver) run the largest virtual reality conference in Canada

## CLASS PROJECTS

**Walk-in Patient Clinic** summer 2017

- Developed a walk-in patient clinic system - C++
- Collaborated with a team updating code files and using clear and concise communication
- Tested and optimized data and Big O runtime

**Python Final Project** fall 2016

- Developed an interactive game using python
- Designed board map
- Worked on a team, Divided work evenly

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**GitHub**

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## WORK EXPERIENCE

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### Hardware Appliance Specialist

Bed Bath and Beyond fall 2015 - fall 2016

- Promoted appliances to the customers and informed them of the specifications
- Collaborated with coworkers to ensure customers' needs were met
- Memorized and organized many products in a high paced environment

## INTERESTS AND CLUBS

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### SFU Smash Club Executive

- Collaborated with club team and other clubs such as the E-Sports club to efficiently run competitive videogames tournaments at SFU.
- Seek and setup venues, manage fees, organize budget & materials

### Digital Art Blog and Live Stream

- Live stream digital illustrations twice a week and post illustrations biweekly

## SCHOLARSHIPS

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### BC Achievement Scholarship

- BC Achievement Scholarships recognize the top high school graduates in the province.

### Chevron Canada Limited Scholarship

- Recipient of a major scholastic award from Chevron Canada recognizing academic excellence
- Recognition of pursuit of higher education and plans to better the community