SEUNGYOON (JACK) LEE

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SKILLS

- Languages: Python, JavaScript (React.js, Next.js, Node.js), TypeScript, Java, SQL, HTML, CSS, Git
- IDEs: Visual Studio Code, Eclipse, IntelliJ IDEA, PyCharm
- Operating Systems: Windows, MacOS, Linux (Fedora, Manjaro, Kali)
- Tools: Microsoft Office (Word, Excel, PowerPoint, Outlook), Trello, Jira, Zendesk, Confluence
- Soft Skills: Agile Development, Problem-Solving, Technical Support, Cross-Functional Collaboration

EDUCATION

British Columbia Institute of Technology

Jan 2022 – Apr 2025

BSc - Applied Computer Science, Network Security Applications Development

• **Relevant Coursework**: Software Engineering, Networks & Protocols, Network & Security Applications Development, Cryptography, Algorithms and Data Structures, Artificial Intelligence, Project Management

British Columbia Institute of Technology

Jan 2020 - Dec 2021

Diploma – Computer Systems Technology, Predictive Analytics

• **Relevant Coursework**: Web Development, Procedural and Object-Oriented Programming, Relational Database Systems, Computer Architecture, Mobile Development, Operating Systems

WORK EXPERIENCE

Evanescent: Full Stack Developer (Practicum)

Sept 2021 - Dec 2021

- Developed a scalable MVP for an e-commerce platform using Node.js, SQL, and Firebase, focusing on backend functionality and efficient data management.
- Integrated frontend components with HTML, CSS, and JavaScript to create a responsive, user-friendly interface.
- Collaborated in agile sprints with a 4-developer team, participating in weekly client meetings and incorporating feedback to enhance application functionality and usability.

Electric Advantage: Front-end Developer (Practicum)

Apr 2021 – Jun 2021

- Implemented an electric vehicle web application using Figma and React.js in collaboration with a 5-member team.
- Integrated backend APIs to enable seamless data flow between frontend and backend systems.
- Performed component testing, debugging, and verification to ensure a reliable user experience.

Keywords Studios: Senior Technical/Player Support Agent

Aug 2017 –

- May 2019
- Provided Tier 1 and 2 technical support for two leading game companies, addressing 15,000+ inquiries via ticketing systems and live chat, troubleshooting diverse hardware and in-game issues.
- Escalated complex issues to QA teams, ensuring accurate and timely resolution.
- Created and maintained an internal knowledge base, streamlining processes and standardizing solutions for recurring technical problems.

PROJECTS

<u>VanEstate</u> – Real Estate Listing Web Application

- Built a responsive full-stack web app using Next.js, Tailwind CSS, MongoDB, Firebase, and Clerk.
- Implemented features such as user authentication, role-based access control, and property filtering to enhance user experience.
- Developed secure interfaces for creating, updating, and managing property listings.

PennyPilot – Budgeting Web Application

- Developed a budgeting platform using Next.js with TypeScript, Tailwind CSS, Prisma, PostgreSQL, and Clerk.
- Enabled users to categorize, track, and visualize incomes and expenses through interactive bar charts.
- Implemented export functionality to allow users to download financial data for personal record-keeping.