

Seungyoon "Jack" Lee

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Skills and Qualifications

Programming Languages

- Java
- Python
- C
- JavaScript
- HTML / CSS
- SQL
- Firebase

Tools

- Eclipse / IntelliJ
- PyCharm
- Visual Studio
- Android Studio
- Git / GitHub
- cmd
- Word / Excel

Workflow

- Agile
- Gitflow

Education

Computer Systems Technology – Predictive Analytics

Jan 2020 – Jan 2022

British Columbia Institute of Technology, Burnaby

(Graduating)

- Hands on experience on software development
- Proficiency in many different programming languages
- Huge emphasis on teamwork, and adapting to different workflows
- Developing an app from scratch to a fully working product
- Exceptional time management skills

Audio Production Techniques

Apr 2016 – Apr 2017

Musitechnic, Montreal

- Certified Cubase User, along with professional knowledge on other digital audio workstation including Pro Tools / Studio One and Ableton Live.
- Music production from music theory to mixing and mastering
- Post production for films and audio integration for video games using WWISE

Projects

A_Game

May 2020

- An educational web app with many mini-games to choose from, all related to COVID-19 to provide helpful information in a fun and easy way
- Agile workflow with daily / weekly scrum meetings to plan ahead and review our work
- HTML / CSS / JavaScript used for front-end development
- Firebase used to store the score leaderboard as well as the user information

Marked

Jan 2020 – Apr 2020

- Web app that allows student to track their grades easily
- HTML / CSS (Bootstrap) / JavaScript (jQuery) used for front-end development
- Firebase used as a database to store user information

Work Experience

Technical Support Agent - Senior Agent

Aug 2017 – May 2019

Keywords Studio, Montreal

- Worked with the team to assist other agents and also come up with an answer for any complex / difficult queries, improving my problem solving skills
- Worked on 2 different projects from major gaming companies
- Replied to high volume of emails regarding video games in a timely manner
- Trained new agents to help adapting to our workflow
- Supervised the team when Team Leads are not present, developed leadership
- Decision making when compensating players for any technical difficulties caused by in-game bugs, learnt to be responsible and accountable for my decision

Hobbies / Interests

- Listening to music / Playing guitar
- Weightlifting / soccer
- Building PC / Playing video games