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sihrc.c.lee@gmail.com
http://sihrc.github.io

(Temp) Olin College of Engineering – MB416
(Perm) 1508 Highbluff Drive,
Diamond Bar, CA 91765

CHRISTOPHER LEE

OBJECTIVE

Developing engineer and **software developer** seeking opportunities to contribute to a dynamic organization while expanding my skill set.

EDUCATION

FRANKLIN W. OLIN COLLEGE OF ENGINEERING

Bachelor of Science: Engineering with a Concentration in Computing   **GPA 3.74**
Graduation: May 2015

RELEVANT COURSEWORK : COMPUTING AND DESIGN

Software Design (Python), Mobile Prototyping (Android, Java), Foundations of Computer Science (SML, OCAML), Data Science (Python), User-Oriented Collaborative Design (Design) Human Factors in Interface Design (Design)

EXPERIENCE

ANDROID DEVELOPER AT HANGTIME   **2014 - NOW**
Developed Hangtime Android Application - com.hangtime.events
Contributed to versions 3.7.11+ - http://hangtime.com

ANDROID DEVELOPER AT SCOPE   **2014 SPR**
Improved low network user experience for the Facebook Mobile App.
Developed proprietary software to increase the accessibility of Facebook in rural locations with low network connectivity.
http://p2feed.com

DATA SCIENCE PROJECT: COLLABORATION WITH ATHENA HEALTH   **2014 SPR**
Project Manager and Student Liaison for the project.
Collaborated with Matt Ritter, liaison from athenahealth.
Developed a model in Python to predict high medical costs with data provided by the U.S. Department of Health and Human Services.
https://github.com/sihrc/data-health-costs

RESEARCHING ELECTRIC VEHICLES AT OLIN (ELECTRICAL LEADER)   **2014 SPR**
Directly led a team of 10 engineers and integration with 3 subteams.
Developed a CAN system, motor controller logic, battery management system, hall-effect sensor, state of charge meter.
http://olinrevo.org

STUDENT RESEARCH: PYTHON MODELING AND SIMULATIONS   **2012 - 2013**
Simulation of colloidal crystallization under external forces in Python.
Tracking collective motion in bacteria in bio film communities in Python.
https://github.com/sihrc/Research-ColloidSimulation
https://github.com/sihrc/Research-CollectiveMotion

SKILLS & HOBBIES

GAME DEVELOPMENT IN JAVA   **2014 - NOW**
Backend / Server Development for optimization and efficiency.
Gradle Build Tool.
https://github.com/Pong-The-Moba/play-pong-the-moba

INSTRUCTING ANDROID PROTOTYPING (4 CREDIT COURSE)   **2014 - NOW**
Leading group of 14 students in Android Development Course.