

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** **GPA 3.74**
Bachelor of Science: Engineering with a Concentration in Computing
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 **SCOPE DASSAULT SYSTEMES** **2014 FALL**
Mobile development extending the Solidworks interface to improve user experience.

RESEARCH: EYEHELPER **2014 FALL**
Android Development - implementing object tracking using OpenCV SIFT to improve the grocery shopping experience for the blind.

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

SCOPE FACEBOOK: ANDROID DEVELOPER **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 ATHENAHEALTH **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.
Android application to communicate with CAN system for display info
Developed a CAN system, motor controller logic, battery management system,
<http://olinrevo.org>

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 20+ students in Android Development Course.