

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
Graduation: May 2015

GPA 3.74

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 20+ students in Android Development Course.