SE JIN LEE

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OBJECTIVE

Proactive and result-oriented student who is passionate about game and software development. Looking for an internship opportunity that will help to utilize problem solving skills to further improve as a game developer

EDUCATION

Bachelor of Engineering

Sogang University - Seoul 2020

Relevant Coursework: C Programming, Data structure, Java Programming, Programming Language, Discrete Math, Linear Algebra, Assembly Language, Operating System, Computer Graphics

Exchange Program

Chapman University - Orange County, CA August - December 2017

SKILLS

- Java - an excellent understanding of Object Oriented Programming concepts, capable of implementing data structures and algorithms, experiences with Socket Programming in Java.
- Experiences working with database – mySQL and Firebase.
- A confident English speaker

EXPERIENCES

Editorial Intern Irvine, California [Sep 2017 - Dec 2017]

■ learn about the intricacies of video game journalism by exploring and practicing clerical skills, factchecking, copy-editing, research, and reporting.

■ published game reviews, opinion-based articles and interview online on TopshelfGaming.net
■ Attended IndieCade 2017 as a TopshelfGaming Intern to conduct an interview with Rhythm Doctor developers
■ Participated in a weekly meeting with other interns and supervisors to receive feedbacks on articles to further improve skills in writing

PROJECTS

Group Chat Program in Java

■ A simple client-server application using MulticastSocket class, allowing users to join groups of other multicast hosts on the internet

Survival Game in Unity [July 2017 – August 2017]

■ independently created a survival where the player has to constantly find food, water and warmth in a deserted island using Unity
■ implemented database using mySQL, inventory system and HUI system.

Custom Barcode ios Application Seoul, Korea [Feb 2018 – June 2018]

■ A four-person team project to develop an iOS application where the user can take a photo of an object and register the photo with some related information. The user can later take the photo of the same object and receive the saved information.

■ Uses OpenCV to compare the current photo with all other photos registered for the user. The data stored for the most similar photo is displayed.
■ Was responsible of designing UI, implementing user authorization and database using firebase.

Smart Parking lot security system Purdue University [June 2018 ~]

■ Currently working on a four-person team project to develop a smart parking lot security system which remotely allows cars that are registered through an android app to enter the parking lot.
■ Uses an ultrasonic sensor on a raspberry pi to detect motion. A picture is taken only when motion is detected and the server reads the plate number via OpenAlpr.

■ The application notifies the user if unregistered user is trying to enter the parking lot. The user can control the gate bar using the application.