

SOHYEON LEE

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Education

Computer Science, University of California - Berkeley

Expected Dec 2016

Experience

Miisik, LLC. | Co-founder, CTO

Sep 2015 - Jan 2016

- Built a web service where customers can purchase ready-to-cook meal kit online.
- Designed the stack: used Amazon Web Service EC2 instances and RDS for faster query and configured stage environment.

Tastehome | Co-founder, CTO

Jun 2015 - Sep 2015

- Built a marketplace where people can sell or buy authentic home meals. 9% growth in number of orders every week.
- Configured admin dashboard where all the activities can be monitored and analyzed. Used new pipeline on Heroku to enable different environments.

Expedia | Software Development Intern

May 2015 - Aug 2015

- Designed and implemented the algorithm of fetching/displaying upcoming trip information of users in Java and Javascript. Resulted in 1.85% increase in the desired action and saved \$161k (\pm \$128K) on customer service.
- Configured Java XML to introduce a newer internal app for customer service department.

SNAP | Block-based language research

Jan 2014 - May 2015

- Worked on both front-end and back-end web development for SNAP, a drag-and-drop language taught in UC Berkeley's intro computer science course by creating different pages and configuring server using our own cloud system.
- Contributed to the open source by both reporting and fixing bugs on Github SNAP project page.

Institute of Electrical and Electronics Engineers (IEEE) | Web Committee

Sep 2014 - May 2015

- Improved the website to be more responsive and fixed bugs in Rails backend system.
- Committee and Officer meetings held twice a week to discuss current projects' progress and club's events.

Open Facility Computing | Staff, Board of Director

Sep 2014 - Jan 2015

- Administered the OCF servers and workstations that serve our membership of over 10,000 students, faculty, and staff affiliated with UC Berkeley hardware-wise and software-wise.
- Held weekly staff hours in the designated room in order to help out students with relative questions.

Projects

Ridemate | Ruby on Rails

Jan 2016 - Present

- Built a website for college students to help find a ridemate to/from airports. Based on user's data entry, a search is executed and shows people headed to similar direction. In-app messaging functionality is added.
- Currently working on smarter algorithm (smart matching based on the destination's distance) and including ride offerers.

PickEat | Objective-C

May 2015

- Developed a mobile app using Google Maps API and Yelp API to recommend users where to eat.

CS61AS Quiz System | Ruby on Rails

Jan 2015 - May 2015

- Designed and implemented auto-grading feature, and added additional question types to allow different layouts for UC Berkeley's self-paced CS course, CS61AS. 150 active users every semester taking the course.

GroupBowl | Objective-C

Jun 2014 - Aug 2014

- Designed and developed an mobile application for efficient student group management. An admin of the group is given different permission to send push notifications, manage club events and request money via Venmo API.

Graph | Java

Oct 2013 - Dec 2013

- Designed an algorithm that processes through a large set of data to output the idealized path between two places.
- Used A* search algorithm, breadth-first search, depth-first search to compute the best paths out of all possibilities.

Skills

Proficient: Ruby on Rails, Python, Java, Javascript, HTML, CSS

Familiar: AngularJS, NodeJS, C, Objective-C, Scheme