STEPHEN LEE

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Education

University of California, Irvine   Irvine, California **(2021–Present)**
B.S. Computer Science   Expected Graduation Date: June 2025

Relevant Coursework: Data Structure Implementation and Analysis, Computer Organization, Data Management, Software Testing, Analysis, and Quality Assurance, Design and Analysis of Algorithms, Principles in System Design, Project in Software System Design, Human Computer Interaction

Relevant Work Experience

KlutchShots
Software Engineer Intern   Remote, USA (June 2023-September 2023)
- Identified optimal spatio-temporal localization methods to enhance video analysis using Python and PyTorch
- Implemented and evaluated MMAction approaches to deliver a reduction in processing time
- Contributed to codebase refinement by performing reviews and offering actionable feedback
- Actively collaborated with cross-functional teams to ensure seamless integration of new features of the app

Amazon Fresh
Grocery Associate   Irvine, CA (June 2021-September 2021)
- Experienced professional adept at managing inventory, providing customer service, and troubleshooting technical issues
- Skilled in ensuring accurate product availability, resolving inquiries, and exceeding performance targets
- Proficient in inventory management, customer service, and technical troubleshooting

Projects

RasenBot   July 2022-Present
- Collaborated in a group of engineers to create a Discord bot using the Discord.py library
- Implemented features, including automatically assigning users to relevant voice channels based on their activity and using a database (MongoDB) to keep track of user activity
- Prioritized code modularity, allowing seamless customization of server information for other developers
- Employed an agile-like software development process, utilized GitHub for version control, and worked in an Ubuntu environment with the git command line
- Ensured code reliability to prevent bot crashes, by implementing robust error handling and testing

Skip Skip   February 2023
- Implemented the Dictionary Abstract Data Type (ADT) using a Skip List data structure
- Implemented various member functions to support key operations such as insertion, deletion, and search in the SkipList class.

Chatting with Friends   January 2022
- Developed a module that enables a program to send and receive direct messages with another user on the Direct Server Protocol platform (server with students in a class)
- Incorporated this module into a graphical user interface using Tkinter using sockets, computer file systems, modules, and APIs.

Other Projects: Cuckoo Hashing and Lewis Caroll Distance, Combinatorial Puzzles, 2048, Colorful Graphs

Skills/Interests

Languages: C/C++, Python, Java, MIPS Assembly, HTML/CSS

Technologies: OBS Studio, Microsoft Excel, Adobe Premiere, Linux/Windows/MacOS Environments

Hobbies/Clubs: Soccer, Video Games, Twitch Streaming, Church, HACK at UCI, Computer Building