

Steven Lee

☎ +1 514-265-0116 ✉ lee.j.steven@gmail.com 🏠 stevenleej.github.io 📄 github.com/stevenleej 🔗 linkedin.com/in/stevenleej/

Skills

Programming Languages C#, Java, C++, Python, SQL, JavaScript, HTML/CSS, Lua, Ocaml, C
Tools and Technologies Unity Engine, Git, Qt, Tkinter, Swing, ImGui, JUnit4, PostgreSQL, Firebase, Android, React, OpenGL
Bootstrap, Three.js, Jfreechart, Dash, Visual Studio, Twine
Languages English, French, Korean

Education

McGill University

Montreal, Canada

Bachelors, Major in Computer Science - Minor in East Asian Studies

Sep. 2017 - Nov. 2021

- VP Hackathon - McGill Game Development Student Society
- Software Team - McGill BioDesign

Work Experience

National Research Council Canada

Boucherville, Canada

Unity Mobile Developer

Jan. 2022 - Apr. 2022

- Implemented object detection in a mobile therapy application to recognize human gestures in C#.
- Performed testing to assess vulnerabilities in the login system and bugs with Python.
- Resolved and reported Redmine Unity bugs and issues under Agile workflow.

McGill University - ROAAr

Montreal, Canada

Undergraduate Research Assistant

May. 2021 - Aug. 2021

- Developed visual tools in Python using Tkinter and Dash to improve data collection and visualization workflow.
- Scraped data from thousands of Victorian era newspapers using OCR Tesseract and NumPy, and classified key themes using LDA Topic Modelling, achieving an accuracy rate of 68%.
- Created Twine coding tutorials and learning plans for an undergraduate course.

McGill University

Montreal, Canada

Game Programmer

Dec. 2020 - Apr. 2021

- Developed a VR web application using PannellumJS and PixiJS, while improving web performance by 31%.
- Programmed and designed gameplay features and UI/UX for a Trivia game in C#.
- Resolved and addressed user bugs and suggestions to meet weekly deadlines.

Projects

Project Mars

Indie 3D adventure combat game currently in development [↗](#)

- Technical and creative lead for a team of 5.
- Designed and optimized 3Cs, Unity Cinemachine camera integration, player movement and input system.
- Created and integrated combat animations using animation events.

Keyframe Animation Tool

3D animation tool written in Java and OpenGL [↗](#)

- Designed a tool in Java using hierarchical modeling to parse data from XML and render it through OpenGL's pipeline.
- Programmed and designed the GUI to freely move objects in real time using Java Swing.

Farm Product Database

Semester-long Database project created in a team of 4 students [↗](#)

- Programmed the application's interactivity with the PostgreSQL database by custom terminal commands.
- Developed a data visualization tool for depicting users' health data using Java and Jfreechart.

Infinite Hall

A horror game made in Unity, with over 650 downloads on Itch.io [↗](#)

- Designed enemy behaviour with random heuristics using a State Machine design pattern.
- Created a Procedural Stairs Generation system with randomized object instancing in C#.