

# Steven Lee

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

## Work Experience

### Amazon Web Services, Inc.

Toronto, Canada

Cloud Support Associate - Developer Mobile Serverless

Aug. 2022 - Present

- Resolved Production Lambda functions and API Gateways issues through debugging and Serverless systems architecture analysis.
- Automated Cloud environment setups using Terraform for tests, meeting 99% of SLA time.
- Oversaw production build deployments on AWS GameLift allowing 5+ successful deployments.
- Programmed automation scripts using Python and AWS Serverless services to reduce high computing costs, reducing total expenses for customers by 30K+.

### National Research Council Canada (NRC)

Boucherville, Canada

Unity Mobile Developer - Student Government Contract

Jan. 2022 - March 2022

- Programmed object detection in a mobile therapy application to recognize human gestures in C#.
- Resolved and reported Unity bugs and issues under Agile workflow on Redmine, accelerating production by a month.

### McGill University

Montreal, Canada

Undergraduate Research Assistant

Dec. 2020 - Aug. 2021

- Programmed data processing and visualization tools in Python using Tkinter and Dash improving team productivity by 50%.
- Developed an automation system with Docker and Tesseract engine to classify key themes from big archival data
- Led and Developed a web game application project using Javascript frameworks and Unity Engine, eliminating expenses from 3rd party software.

## Education

### McGill University

Montreal, Canada

Bachelors - Major in Computer Science

Sep. 2017 - Nov. 2021

- VP Hackathon - McGill Game Development Student Society
- Cloud Administrator - Biocene Solutions

## Projects

### Raccoon Raider and the Temple of Trash

McGill GameJam hackathon - 2nd place

- Developed and optimized the player controller using Unity Events and Input system.
- Programmed and integrated the UI and character animations.

### Keyframe Animation Tool

3D animation tool written in Java and OpenGL 

- Created a tool in Java using hierarchical modeling to parse data from XML to allow rendering through the OpenGL pipeline.
- Programmed the GUI to freely move 3D meshes in real time using Java Swing.

### Farm Product Database

Undergraduate Database project created in a team of 4 students 

- Programmed the application's interactivity with the PostgreSQL database.
- Designed the entity-relationship diagram and set up the database on the team's linux server

## Skills

### Programming Languages Tools and Technologies

Java, Python, SQL, C#, HTML/CSS, JavaScript, Lua, C++  
Git, AWS, Unity, Docker, PostgreSQL, JUnit4, Terraform, Linux, Dash  
Tkinter, Blender, Jenkins