

# Steven Lee

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## Skills

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**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 (trilingual)

## Education

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### McGill University

Montreal, Canada

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

Sep. 2017 - Nov. 2021

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

## Work Experience

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### 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

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### 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#.