

# TIFFANY LEE

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<https://github.com/tiffclee> · [www.linkedin.com/in/tiffany-c-lee](https://www.linkedin.com/in/tiffany-c-lee) · <https://tiffany-c-lee.weebly.com> (Portfolio)

## EDUCATION

**University of California, Los Angeles**, Los Angeles, CA  
Bachelor of Science, Computer Science

Expected June 2022

## SKILLS

### Coding

- Proficient with C++
- Experience with Python, C, JavaScript, HTML, CSS, React Native, XML, Java
- Familiarity with MacOS and Linux

### Programs

- Proficiency in Adobe Photoshop, Lightroom, Illustrator, iMovie, AutoDesk Fusion 360, Expo, Figma

### Languages

- Conversational Chinese

## EXPERIENCE

### Graphic Design

*January 2017 to Present*

- Designed for Cerritos Model UN, Cerritos Track, Division 13 North Key Club, AP Environmental Science class, Multivariable class, and 3D4E using Adobe Photoshop and Adobe Illustrator
- Created logos, stickers, and shirt designs for different organizations and clubs on campus to increase student participation and membership retention

### Chess and Checkers Project

*November 2018 to February 2019*

- Created a chess and checkers set, by designing the chess pieces on Autodesk Fusion 360 (CAD software), checkers and board through Adobe Photoshop and Adobe Illustrator
- Printed the chess pieces with 3D printers and used a laser cutter to make the checkers and board

### Home Sweet Home

*February 12 2019*

- Developed a working app for apartment mates to handle budgets and chores, using Expo, React Native, Google Maps API, and Google Calendar API
- Designed the home page and splash screen for the Home Sweet Home app using Adobe Photoshop and button and image elements within React Native
- Won best app using JavaScript React at a hackathon

### Zombie Dash Game

*March 2019*

- Coded a working version of the Zombie Dash game using C++ and Xcode, where the player could run around and grab powerups while running away from zombies that was programmed to follow the player
- Worked on the school project for 40 hours over a span of 2 weeks, debugging and getting rid of glitches
- Created and utilized inherited classes to lessen the amount of coding

### Syp

*August 2019 to Present*

- Designed and developed the user interface for Syp, a boba tracking and review app, using Android Studio, Java, and XML
- Completed the basic functions within a 36-hour SDHacks hackathon
- Planned for more complex functions, eventually allowing transactions and user feedback
- Used graphs and data to display user's interaction with tapioca related activities

### Student Technology Center

*November 2019 to Present*

- Diagnose and fix computer and printer issues for students in person and through phone calls
- Resolved WiFi and Ethernet issues for students living in UCLA dorms
- Updated ongoing tickets through KACE with relevant information to assist techs