Troy Lee

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Education

University of California, Santa Barbara — Santa Barbara, CA
B.S. in Computer Engineering — *Sep. 2017 – Jun. 2021*

Experience

Game Developer & Youtuber — Jun. 2020 – Present
Godot Engine

- Developed and published indie games [Website]
  - *Astro* - top down space shooter
  - *Simple Board* - strategy board game; submitted for the Miz-Jam-1 (a 48-hour game jam)
  - *Lone* - adventure 2d-platformer
- Created Youtube tutorials for beginner and intermediate users [Youtube Channel]

Fundraising & Philanthropy Chair — Sep. 2019 – Present
Zeta Phi Rho Fraternity

- Communicated with global and local businesses to organize collaborative fundraising/philanthropy events
- Organized Events: COVID-19 Instagram Fundraiser, Stussy Brand Clothing Sale, Old Town Goleta Clean-up, Adopt-a-Block volunteer, etc.

Web Development Officer — 2017 – 2019
UCSB IEEE

- Assisted in implementing QoL improvements to UCSB IEEE website through html/css
- Employed club resources: tech talks, workshops, and collaborative hardware projects

Projects

QAD Virtual Assistant | *NLP, ML, React, Docker, Google Compute Engine*

- Intelligent AI chat-bot for navigation of the QAD, a cloud ERP software company, application
- Used the *Rasa* framework and *Duckling* library for NLP/ML back-end and the *React* framework for front-end
- Deployed components as docker containers inside a Google Compute Engine VM

Fantasy Basketball App | *Python, Flask, SQL, HTML/CSS*

- Application for scraping fantasy league stats using Yahoo's Fantasy Sports API
- Developed with intention of tracking team/player performances and for personal analysis of opponents
- Used *Python* for API data extraction, an *sqlite3* database, and *Flask* framework to display a jQuery table

Hoverquad | *Arduino, Assembly, Soldering*

- Bluetooth-controlled quadcopter with custom design and configuration
- Interfaced with an Adafruit Feather M0 Bluefruit LE in order to make inputs via bluetooth
- Performed PWM configuration for motor control with accelerometer and gyroscope

Gomoku AI | *C++, AI*

- Artificially intelligent Gomoku player programmed in *C++*
- Implemented mini-maxing algorithm with alpha-beta pruning and custom heuristic function

Technical Skills

Languages: Python, C++, JAVA, GDScript (Godot), HTML/CSS/JS, SQL, C, CAD
Concepts: ML/AI, Data Structures Algorithms, Sensor/Peripheral Interface Design
Developer Tools: Git, Ubuntu, VS Code, Docker, Visual Studio, Intellij,

Hobbies

Basketball, Game Development, Video Editing, Youtube