

Jimmy Lee

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EDUCATION

University of California, Berkeley | Berkeley, CA

Bachelor of Arts in Computer Science

Expected Graduation May 2022

GPA: 3.15

Technical Coursework:

CS61A: Structure and Interpretation of Computer Programs

EE16A: Designing Information Devices and Systems 1

DesInv198-4: Game Design and Development

CS61B: Data Structures

Statistics C8: Introduction to Data Science

EXPERIENCE

Recubed Studios | *Game Developer* (Git, Trello, C#)

Nov. 2018 - Apr. 2019

- Contributed to development of the “Satus” project, a voxel-based city management game that’s revolved around building, colonizing and micro-management - alpha build releasing in the fall of this year.
- Created, tested and deployed an in-game time infrastructure, UI, database manager for in-game tasks and resource allocation as well as a pathfinding AI for in-game settlers using breadth-first and depth-first search. (C#, Unity Engine)

PROJECTS

Betting on Blockchain (Solidity, HTML, CSS, React.js, Truffle, Ganache)

- Built a decentralized application on the Ropsten Test Network called “Betting on the Blockchain” that uses multiple blockchain frameworks to allow users to bet Ethereum in an online, casino-esque game.
- Worked alongside a partner to implement the logic behind the application, as well as integrating it onto a working front-end, ultimately deploying it onto the InterPlanetary File System.

Too Many Cooks (C#, Unity)

- Currently building a hectic cooking game that mimics “Overcooked” that involves killing zombies and making food.
- Personally created the in-game movement system as well as interactions between players and enemies. (C#, Unity)

Maps (Python)

- Built a python application that uses machine learning to match users with nearby restaurants in the Berkeley area.
- Back-end logic implemented in Python, using k-means grouping algorithm. Restaurant location and data provided by the yelp API

Scheme Interpreter (Python)

- Coded a fully functional interpreter for a subset of the Scheme language. Implemented all of the basic functions such as evaluation of call expressions, arithmetic, function definition and special forms. (Python)

Bees vs. Ants (Python)

- Created a tower defense game using Python that mimics “Plants vs. Zombies”

LEADERSHIP AND EXTRACURRICULARS

Berkeley ANova | *Student Mentor & Curriculum Committee Member*

Jan 2019 - Present

- Teaching computer science to under-resourced middle and high schools in the Bay area
- Working alongside site leaders and school administration to create and teach curriculum at Roots Middle School in Oakland
- Currently collaborating with two other members to design HTML / CSS core curriculum

SKILLS

Languages: Python, SQL, Java, C#, Solidity

Frameworks: NumPy, PyTorch, Requests