Walton Y. Lee

waltonylee@gmail.com ◊ (781) 535 – 4991 ◊ waltonlee.github.io
18 Bowdoin Street, Cambridge MA, 02138

WORK EXPERIENCE

EverQuote   June 2017 – Present
Software Engineer
- Developed various features on EverQuote's software platform, which connects consumers to insurance providers, to optimize performance, improve usability and maximize traffic throughput
- Refactored core features of Everquote's website into multiple micro-services, leveraging a variety of programming languages and software tools including Go, Ruby on Rails, Javascript, React, AWS, GCP, Docker and Kubernetes
- Collaborated with designers and product managers to overhaul EverQuote's user experience in an effort to improve brand visibility and user retention
- Oversaw the migration of user data to a new database and infrastructure supporting the company website, allowing analysts to access historical data and compare it to current metrics

IBM – Software Group   June 2016 – August 2016
Data Science Intern
- Built a variety of data manipulation/visualization add-ons to the SPSS modeling software using R, projects included a Chinese word-cloud generator, mapping function with geolocation and weather analysis
- Utilized the image processing and taxonomic classification functions of the Watson machine-learning suite to build an advertisement classifier that categorized banner ad images by products and promotion deal

Tufts University Computer Science Department   January 2016 – December 2016
Computation Theory & Game Design Teaching Assistant
- Taught a hundred-person class various computation models such as finite automata and Turing machines
- Instructed a class of thirty-four students in the application of game design concepts and software tools

EDUCATION

Tufts University, Class of 2016/17, Medford MA:
Master of Science – Computer Science   May 2017
Bachelor of Science – Computer Science (Engineering)   May 2016
GPA: 3.43, Dean's List, MacJannet Scholarship

PROJECTS

Big Game Hunter - https://biggamehunter.herokuapp.com/ - 30 Users
- Designed an event scheduling social network for college students to plan and locate games on campus
- Built Using: Ruby on Rails, Postgresql, Redis

Terraform - https://waltonlee.github.io/Terraform
- Developed a terrain building graphics demo with texture mapping, realistic shadows and water simulation
- Built Using: Javascript, Three.js

SKILLS

Programming Languages: Go, Ruby, JavaScript, C, C++, C#, Python, R, Java
Frameworks & Libraries: Rails, Node.js, D3.js
Software Tools & Platforms: Git, SQL, AWS, Google Cloud Platform, Docker, Kubernetes, Unity
Languages: Cantonese, Mandarin