

# Jason Yongjae Lee

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, SAN DIEGO

Bachelor of Science in Computer Science

Sept 2020 – June 2024

GPA 3.89 / 4.00

- Major GPA: **3.92/4.00**
- Relevant Coursework: Data Structures, Algorithms, Computer Vision, Software Engineering, Python for Data Science, Systems Programming, Probability and Statistics in Computer Science
- Current Coursework: Computer Vision, Recommender Systems and Web Mining, Python for Data Science,

## EXPERIENCE

### CSE TUTOR – UCSD

Mar 2022 – August 2022

- Tutor for **700+** students in CSE 30: **Computer Organization and Systems Programming**
- Held one-on-one tutoring to help students with **C** and **Assembly** Programming with the use of **GDB** and **Valgrind**
- Programmed **Bash Scripts** to **automate tests** for programming assignments
- Wrote quiz and exam questions and graded programming assignments

## PROJECTS

### ONLINE CHINESE CHESS | MERN Stack, Typescript, Socket.io

June 2022 - Present

- Built a **website** that allows people to play **Junqi** (Chinese Chess) **online** with other users
- Designed a **dynamic game board display** using **React** to allow users to send moves to the server
- Utilized **Socket.io** to let players to create their own lobbies and to communicate between Frontend and Backend.
- Designed and implemented the **functionality of the entire game** by creating a classes such as Board, Piece, GameManager, etc, using modern SWE design principles such as **Dependency Inversion**, **OCP**, and **SRP**.
- Applied **graph theory** to implement game logic to determine things such as **possible paths** a piece can take

### LIST++ | EJS, Javascript, Express, Mongoose, Passport.js, Bootstrap

May 2022 – June 2022

- Built a website that allows users to create **customizable to-do lists**
- Assembled frontend using **EJS** to create **dynamic webpages** and used JS and Express for backend
- Managed user data using **Mongoose**, allowing user's to **add/remove items and lists**
- Used **Passport.js** to allow users to **register and login with google** and **stay logged in** with the use of **cookies**

### CLASSMATE CONNECT | Java, Android Studio, Nearby Messages API

January 2022 – March 2022

- Developed a social networking app that **connects students with similar classes** taken
- Employed **Agile Software Development Process** and **Design Patterns** for development
- Implemented a **prioritization feature** that allows students to find classmates by recent classes, class size, or major
- Created **Mock Users** and **Bluetooth** classes to use in place of incomplete classes throughout development

### MOVIE DATA ANALYZER | Python, BeautifulSoup, Matplotlib

November 2021 – December 2021

- Created a **Python script** to **web scrape** and **organize user data** from **Letterboxd** (App used to rate movies)
- Allowed users to see **insights** such as **favorite genre**, and used **Matplotlib** to visualize said insights
- Learned how to **parse information** from HTML code using **BeautifulSoup**

## TECHNICAL SKILLS AND TECHNOLOGIES

### Languages

Java, C, C++, Python, Javascript, Typescript, ARM Assembly, HTML, CSS, SQL

### Technologies

MERN, Unix, Git, Github, Valgrind, GDB, Shell Scripting, Makefiles, RESTful API's, Postman, Bootstrap, Junit, JQuery