

Eunice Lee

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EDUCATION

Carnegie Mellon University

May 2025

B.S., Electrical and Computer Engineering, Software Systems

GPA: 3.64

Relevant Courses: Fundamentals of Programming (**Python**); Principles of Imperative Computation (**C**); Introduction to Computer Systems (**C**); Structure and Design of Digital Systems (**SystemVerilog**); Gadgets, Sensors, and Activity Recognition

EXPERIENCES

Software Engineering Intern Lockheed Martin

June 2023 – August 2023

- Isolated NASA's WorldWind map in GUI without disrupting backend processes in **Java**, utilizing Java's Swing library
- Developed interactive **bash** script to compare CPU processes on different systems, directing user to the node with more space; automated sourcing and building the user's application
- Created **bash** script to automatically display information across multiple nodes, allowing user to have accessible information about building processes without manually connecting to each node
- Supported integration and test for Modeling and Simulation team for SPY-7 Radar control interface

Automation Intern Ecotone Renewables

May 2022 – December 2022

- Prototyped and implemented automatic fertilizer output tap using **Arduino** Uno, HC06 Module, and **C**
- Produced circuits to utilize solenoid valves and sensors to measure flow and volume of output pipe
- Created thorough documentation of code and circuitry for backend app development
- Assisted with cohesive user interface (UI) via Figma for aesthetic interaction and purchase of fertilizer

Principles of Computing Teaching Assistant Carnegie Mellon University

July 2022 – August 2022

- Planned and developed lab, recitation, and review sessions for introductory computer science class in **Python**
- Led daily office hours; answered questions and taught fundamentals of programming, major data structures, efficiency, and computer organization
- Graded programming and written assignments, exams, and lab work providing feedback and accurate explanations

PROJECTS

La Prima | Python

A strategy game to **optimize profit** by running a coffee stand. User purchases ingredients and sets sale price. Able to purchase hints to achieve goals, determined by **hill climbing algorithm**.

- Planned, developed, and debugged project over three weeks using Object-Oriented Programming (**OOP**) and Model View Controller (**MVC**) design
- Designed UI; created complex game play, user interaction with buttons, and randomized weather for variable difficulty throughout game

Personal Website | HTML/CSS

Website portfolio that displays career pathway, interests, and hobbies.

- Enhanced user experience through dynamic animations and a seamless, cohesive UI design
- Utilized **HTML/CSS** hosted through **GitHub Pages**

SKILLS

Programming: Python, Java, C, HTML/CSS, Bash, SystemVerilog

Technical Skills: Linux, Git, Vim, Valgrind, Arduino, Atlassian Stack, Agile Development

Activities: Society of Women Engineers, Central Church of Pittsburgh Youth Group Leader

Languages: English, Korean