James Seokwon Lee

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Objective:
To explore and learn more about the field of computer science in subjects such as database management, graphical user interfacing, and network design while gaining valuable work experience through internships in the Summer 2016 term.

Academics:
School: Georgia Institute of Technology – Atlanta, GA   **Expected Graduation**: May 2018
Degree: Candidate for Bachelor of Science in Computer Science   **GPA**: 3.73

Skills:
Computer Languages: Java, Python, JavaFX, LaTex, HTML, CSS
Linguistic Languages: Fluent English, Conversational Korean
Operating Systems: Windows 7/8/8.1, Macintosh OS X
Applications: Eclipse, Unity, GitHub, Adobe Creative Suite (Photoshop, Illustrator, InDesign, AfterEffects, Premiere Pro, Acrobat), Microsoft Office Suite, Blender, WordPress

Experience:
Technical Student Assistant I at Georgia Tech Multimedia Studio (Aug 2014 – May 2015)
- Assisting other students in the use of image, sound, and video manipulation applications such as Adobe Creative Suite programs, Final Cut Pro, Audacity, Logic Pro, and more
- Troubleshooting Macintosh OS computer issues with students
- Providing maintenance of the library's plotter printer services

Intern at WordReadyGrad (February 2015 - Present)
- Developing external web pages using the WordPress application
- Assisting in designing and coding the company website

Activities:
Student Organizations:
VGDev (Member: Aug 2014 - Present | Public Relations Representative: Nov 2014 – Present)
- Publicizing the organization across the campus, designing posters, and speaking at events on behalf of VGDev
- Developing videogames with groups of fellow students
- Designing levels and elements using the Unity engine
- Creating art and drawing sprites for in-game usage

Research:
Lionheart Kinect-for-Autism Development Team (Member: Sept 2014 – March 2015)
- Creating a new game application using the Unity Development Kit and Kinect sensor/controller
- Designing and modeling shapes and objects for in-game use