James Seokwon Lee

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Education

Georgia Institute of Technology – B.S. Degree, Computer Science (Dec. 2018)   GPA: 3.76

Skills

Computer Languages: Python, C, C#, Java, HTML, CSS/LESS/SASS, JavaScript/jQuery, SQL, LaTeX
Operating Systems: Windows, Macintosh OS X, Linux Ubuntu
Applications: Git, Android Studio, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro, AfterEffects), Unity, Unreal Engine, Blender

Work Experience

Front-End Co-op/Junior Developer at Nead Werx (August 2016 – Present)
- Created native prototypes of the company's new in-house survey assessment tool to replace a third-party add-on
- Built a new GUI for the product's notification system and significantly improved page rendering speeds by moving code reliance from jQuery functions to CSS animations
- Helped reform the product's stylesheet hierarchy to improve how multiple clients' styles can be adjusted quicker without affecting unintended customers
- Implemented designs for a CRON job scheduler so that our engineering team could have a visualization of failed processes and in-progress tasks
- Wrote Confluence documentation establishing the HTML and CSS standards on production environments and general best practices in front-end development

Projects

Junior Design Project (Member: Jan 2017 – Present)
- Leading a team of five students to create a mobile-friendly, web-based inventory management application for a client, the University of Alabama at Huntsville Theatre
- Involved as full stack developer, from creating the front-end HTML templates to managing the remote SQL database
- Using Flask to handle REST calls and application security, while SQLAlchemy connects to the Google Cloud Platform

Student Organizations

VGDev (Member: Aug 2014 - Present | Public Relations Representative: Nov 2014 – Nov 2016)
- Worked with teams of students on creating complete videogames over the course of a semester
- Heavily involved in creating art assets (2D art, textures, animations, 3D models) for multiple projects
- Performed tasks of programming, level designing, and creating music for various Unity and GameMaker projects
- As Public Representative, I spoke at classes and campus events on behalf of the organization to recruit members and bring awareness of videogame development opportunities and workshops led by VGDev members

Research

DDoS IXP Research Team (Member: Sept 2017 – Present)
- Developing functionality in Python for parsing and visualizing JSON network data over UDP connections
- Currently using/learning TensorFlow to analyze network flow for studying DDoS attacks as timeseries and graphs in a web-based application

Lionheart Kinect-for-Autism Development Team (Member: Sept 2014 – March 2015)
- Helped develop an educational, cooperative, item collection game using Unity and the Kinect sensor
- Designed and tested game features oriented at promoting movement and social interaction (tasks that have been deemed difficult for children with autism)