

HYUNJO LEE

E-mail: lhjoelee@gmail.com | Phone: (619) 712-9861 | LinkedIn: www.linkedin.com/in/hyunjoleejoelee0108 |
Github: <https://github.com/hyl130> | Personal: <https://hyl130.github.io/>

SUMMARY

Highly skilled in full stack engineering with an ability to work in a cross-functional team with Agile development tools. Able to work collaboratively in a fast paced dynamic professional setting to develop, test, deploy, and maintain software.

EDUCATION

University of California, San Diego

Bachelor of Science, Computer Science - Minor: Mathematics

Expected to graduate in June 2023

Overall GPA of 3.67

Relevant Coursework: Data Structures, Design & Analysis of Algorithm, Object Oriented Programming, Machine Learning, Operating Systems, Deep Learning, Artificial Intelligence, Computer Security, Database System Principles, Linear Algebra, Calculus

SKILLS

Java | Python | C/C++ | JavaScript | Selenium | ReactJS | React Native | HTML | CSS | SQL | Figma | Git | R | WIN32 API | JUnit | Linux | ARM assembly | Pytorch | TensorFlow | Scikit-Learn | Pandas | NumPy | System Verilog | Clojure | MATLAB | Agile | CI/CD | Problem Solving | Detail-oriented | Communication | Analytical Skills | Microsoft Office | Microsoft Word | Excel | Slack | Zoom

EXPERIENCE

Software Engineer Intern, San Diego Supercomputer Center

July 2022 - September 2022

- Created **Python scripts** to completely migrate manual workflows into an **automation** that checks for 1000+ customers' contact information in 6 minutes and 30 seconds.
- Incorporated a **Selenium** package to grab HTML elements from the company's page, Microsoft Dynamics libraries to query contact information, Google Drive **API** to upload output files and Slack Webhook API to send the message on Slack.

Web Developer / Mobile App Developer, DormIt

June 2022 - September 2022

- Developed interactive web interfaces for several web pages using **ReactJS, JavaScript, HTML, CSS, React Bootstrap, and MUI**.
- Constructed the landing screen and the order task screens for the rusher version of the mobile app using **React Native**.
- Analyzed to make sure the applications are responsive across multiple platforms (iOS/Android) and used **Git** for version control.

Software Engineer Intern, Fasoo

June 2021 - August 2021

- Composed own version of a file monitoring program that detects all the changes being made in the input directory such as creating, deleting, and renaming the file using **C++** in **Windows Operating System**.
- Implemented a Dialog-based **Win32 C program** with multi-threading for user input handling.

PROJECTS

Zesty, Team Lead/Backend Engineer

September 2021 - December 2021

- Led a team in designing and developing a user-friendly web application for recipe search and favoriting.
- Utilized **HTML** and **JavaScript** to build out all the features for this web application, then incorporated **CSS** to style all the page components. Also, used **figma** to create initial designs and **Visual Studio Code** for programming.
- Worked with a well-known recipe **API** to get specific recipes that match the user's search criteria.
- Integrated **CI/CD pipeline** on GitHub for continuous testing.

Food Classification, Data Engineer

January 2022 - February 2022

- Employed Convolutional Neural Networks (CNN) using **PyTorch, TensorFlow, and Scikit-Learn** to classify food images based on various descriptors.
- Achieved high validation accuracy through hyperparameter tuning.

Huffman Compression, Algorithm Development

May 2019

- Created an innovative file compression algorithm using Huffman coding and debugging skills in **C**.
- Compress the file into a smaller size with encryption and uncompress back to the original file.

2048 (Web-based game), Game Programmer

February 2018

- Implemented a fully conceptualized version of the game 2048 using **Object Oriented Design** that the users can play through the terminal console output. **Java Graphical User Interface (GUI)** was used for visualization.