

# Devin Lee

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I am a competitive self-motivator with the willingness to achieve as far as my abilities and perseverance will take me. While in college, I have learned to synchronize my goal-setting with my motivation so that I can maximize the outcome and my perspective of it.

## Education

**B.A. - University of Virginia in Charlottesville, VA, May 2014**

**Major: Computer Science**

**Minor: Economics**

### Major Related Elective Courses Taken:

- Web and Mobile Systems: Various web development technologies and principles, mainly PHP, Android, RESTful Architecture, AJAX, JSON, SOAP, principles of user interface, cloud computing, peer-to-peer networking, and MVC architecture.
- Operating Systems: Basic scheduling algorithms, race conditions, access controls, and building functional servers using Rust. The final project included building regular expression program using Rust.
- Defense Against the Dark Arts: Viruses and anti-viruses, buffer/stack overflow, virtual machines, scanning with reg-exp patterns, SQL injection. Mostly in C/C++ and 32-bit x86 assembly.
- Electronic Commerce: Principles of today's web technologies and business strategies that can help nurture a successful online commercial ecosystem, data security, crypto-currency, biometrics, and encryption technologies.
- Computer Graphics: robust introduction to ray-tracing, image processing, and OpenGL using C/C++ and other various elements of graphics such as calculating elements of reflection, refraction, and other texture qualities as well as basic principles of sampling limitations.
- Computer Networks: exposure to different layers of computer networking, TCP/UDP, IP, error corrections, HTTP, FTP, SMTP protocols.
- Artificial Intelligence: algorithmic approach to machine learning, defining problem solving techniques, agents in environments, natural language processing.

## Programming Languages

### JAVA

- The main core language of UVA's initial curricular courses. Partaken robust challenges by using Java in the ICPC 2012 Regionals and development of a few lightweight Android apps.

### C/C++

- The secondary core programming language learned at UVA. Gained great amount of experiences during enrollment of the Program & Data Representation class, learning concepts such as hash functions, compression, traveling salesman problem as well as concepts of ray tracing, image processing, and OpenGL.

### RUBY ON RAILS

- Self-taught while programing using MVC framework and database migrations as an intern at Coshx Inc.

### PHP/MYSQL

- Learned while developing two web apps for the Web and Mobile, and the E-Commerce courses.

## C#

- Self-taught while a member of Student Game Developers club at UVA.

## RUST

- The core language adopted by UVA's Operating Systems course. Learned importance of documentations while trying to program in a less popular language.

## Platforms

- Linux (2+ years) : Ubuntu 12.04 LTS and 13.04
- Windows (4+ years): Windows 7, 8, 8.1

## Experiences

### PROGRAMMING INTERN | COSHX INC | MAY 2013 – AUGUST 2013

- Two weeks of initial Ruby on Rails training.
- Assisted in developing Nuduro, a web app designed to give weekly meal and diet recommendations (currently in Alpha testing).
- Learned the importance of code integrity and revision control through Git; testing through CircleCI; client communication and direct customer service through Google Hangout and Hipchat; and division of development and production environments through Heroku's hosting space.
- Involved in the company hack-a-thon, creating a web app that allowed the audience to pick and choose various local bands in the area as well as to find out their possible concert and gig information. I assisted in building the GUI and interface logic for Android app version of Gigdog.

## Other Notable Activities

### GAME DEVELOPER | STUDENT GAME DEVELOPER | OCTOBER 2012 – JANUARY 2013

- Worked on a large, more-than-10 people, group project aimed at developing a series of mini games for Windows Phone and Windows 8 using a pre-built game engine and C# with Visual Studio 2013
- Was responsible for a weapon projectile motion in the tower defense mini game of the series, such as bouncing missiles, piercing missiles, and standard shots

### WEB AND MOBILE SYSTEMS SEMESTER LONG PROJECT | OCTOBER 2013 – DECEMBER 2013

- Developed two web services, an attendance tracker and a secretive activity manager, using various backend architectures to handle the logic, data, and presentation, including MySQL (for database), CakePHP (for routing and JSON processing), Android (for front-end), and Google App Engine – Python (for secondary web service routing and JSON)

### E COMMERCE SEMESTER LONG PROJECT | OCTOBER 2013 – DECEMBER 2013

- A CakePHP-powered web app, a multi-purpose social to-do list. Learned the principles of CakePHP's authentication functions

### INTERNATIONAL COLLEGIATE PROGRAMMING COMPETITION | OCTOBER 2012 – NOVEMBER 2012

- Months of programming challenges, training in Java in preparation for the Regional-level ICPC competition, where my team was qualified to enter by landing 2nd place in the school competition.

### PENNAPPS 2012 | SEPTEMBER 2012

- Attempted to create a roommate communicator app using Dropbox for the framework and Twilio for notifications

### **Other Skills and Hobbies**

- Fluent in Korean and English
- Amateur cellist for 8 years
- Amateur pianist for 10 years

### **Citizenship**

- United States of America