

Jun Hyung Lee

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EDUCATION

University of California, Berkeley

Bachelor of Arts in Computer Science
GPA: 3.5

Berkeley, CA

Dec. 2024

Relevant Coursework: Data Structures, Machine Structures, Discrete Mathematics & Probability, Artificial Intelligence, Database Systems, Linear Algebra, Generative AI and LLMs, Computer Security, Programming Languages & Compilers

PROFESSIONAL EXPERIENCE

Amazon

May. 2024 – Aug. 2024

Software Developer Engineer Intern

Tempe, AZ

- Expanded functionality of internal CMS tool (6,000+ unique users and over 100,000 supported websites) utilizing React, Spring, jQuery, and RESTful APIs, greatly streamlining the launch of Seller Central to new marketplaces
- Current work projected to cut development costs of launching business management portal to new marketplaces by over 50%
- Expanded tracking of user engagement, connection retries, latency, and API call metrics, improving the decision-making process for future expansions to Seller Central

University of California, Berkeley

Aug. 2023 – May. 2024

Software Engineer Intern

Berkeley, CA

- Redesigned UC Berkeley's student and teacher portal, migrating its codebase from AngularJS to React, resulting in drastically lower load times and greatly enhancing the user experience of over 70,000 active users
- Developed responsive financial aid dashboards and faculty committee menus using ReactJS, Redux, jQuery, and flexbox
- Enhanced website accessibility for visually impaired users, expanding screen reader support and improving color contrast

Dogugongan

Jun. 2023 – Aug. 2023

Software Engineer Intern

Seoul, South Korea

- Built and designed obstacle-detection software for self-driving security robots using computer vision, Time-of-Flight sensor depth-map data, and an image processing algorithm of my own design
- Harnessed Boost C++ library to optimize my custom obstacle-detection software, instantly detecting potential environmental hazards with over 99% accuracy in lab tests
- Integrated obstacle-detection system with robot control system, fostering lightning-fast hardware response times

Authentic8

Jun. 2022 – Mar. 2023

Software Engineer Intern

San Francisco, CA

- Engineered Slack-bot utilizing Python and Slack API to seamlessly rewrite URLs, enhancing cybersecurity measures by directing users to access content exclusively through a secure browser
- Identified and resolved critical security vulnerability within company's Splunk add-on, ensuring the safe launch of company's add-on to over 600 customers throughout North America, Europe, and Asia

Breakout Mentors

Aug. 2021 – Jan. 2023

Programming Tutor

Palo Alto, CA

- Guided dozens of students in implementation of data structures, including linked lists, binary search trees, and hashmaps
- Authored comprehensive curriculum on data structures, algorithms, and game development

LEADERSHIP EXPERIENCE & EXTRACURRICULARS

Bear Game Jam 2024 Spring 2nd Place Winner ([Link](#)) | *Game Design & Development at Berkeley*

Feb. 2024

- Led team in design and build process of short horror game that won 2nd place at game jam with over 40 competitors
- Designed and programmed room generation system, audio systems, enemy AI, and core gameplay functionality

Esoteric Programming Languages Instructor | *UC Berkeley*

Jan. 2024 – May. 2024

- Co-founded UC Berkeley course, teaching over 20+ students about the intricacies of esoteric programming languages
- Designed course curriculum, incorporating interactive lectures and projects to enhance understanding and engagement

Project Manager & Social Chair | *Code For Good*

Jan. 2024 – Present

- Spearheaded team of 8 engineers in developing responsive homepages for nonprofit organizations using ReactJS
- Employed Agile methodology and led regular stand-ups, sprint planning, and retrospectives
- Plan and host social events for a club with over 80+ members

SKILLS & INTERESTS

Languages: Python, Java, C, C++, C#, SQL, HTML, CSS, JavaScript, Ruby, Bash

Frameworks: Rails, Spring, Boost, React, Redux, Flutter, Bootstrap

Tools: AWS, CloudWatch, Git, Jira, Figma, Docker, JUnit, VS Code, PyCharm, Eclipse, IntelliJ, Linux, Unity

Interests: Fencing, Ukulele, Guitar, Heavy Metal, Korean Indie, K-Pop, Game Development, Cubing, Bodysurfing