ericlee.io

github.com/dl-eric

Eric Lee

U.S Citizen

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Skills

Professional:
Java, HTML/CSS

Proficient:
C++, C, Python

Familiar:
C#, JavaScript, MIPS, Verilog

Mobile Development
Professional:
Android (Java)

Awards
Hackathons/CTF:
CodeDay Boston '15 "Best App" and "Best Project"

PACTF '16 (Placed 8/~400)

Education

University of Illinois at Urbana-Champaign	*2016 – 2020*

B.S. Computer Science | GPA: 3.75

CS126 – Software Design, **CS196** – Freshman Honors,
CS173 – Discrete Structures, **CS225** – Data Structures, **CS233 –** Computer Architecture,
CS241 – System Programming, **CS357** – Numerical Methods,
CS361 – Probability and Statistics for CS, **CS465** – UI Design

Phillips Academy Andover	*2013 – 2016*

CS650F – Software Design, **CS650W** – Computer Graphics, **CS650F** – Data Structures

Experience

Actifio | Software Engineer Intern	*Summer 2017*

Greater Boston Area, Massachusetts

Actifio is a 'unicorn' in the Big Data industry. They help clients virtualize their data and allow for faster application delivery. I worked with the backend team to create production-ready patches and new features, which extended on IBM's SVC and in-house technologies. Daily, I used PostgreSQL, C, and C++ to write code for production, adding key features and optimizations to the product.

Organizations

CS196 – Illinois's Freshman Honors course

Project Moderator/Course Staff	*2017 – 2018*

CS196 is a project based Freshman honors class. I lead a group of 5 freshman for their semester project.

HackIllinois Team - We make HackIllinois happen.

Lead Android Developer	*2016 – 2018*

I lead a team to deploy the event's mobile app every year, utilizing HackIllinois' RESTful API.

CS126 – Illinois's Software Design class

Course Assistant	*2018*

As a CA, I hold office hours, grade student work, and most importantly, I moderate code reviews. In these two-hour sessions, I teach good coding style and practices.

ACM@UIUC - The world's largest computing society.

"Top 4" – Treasurer	*2017 – 2018*

The student chapter at Illinois is the largest of its kind, with hundreds of students and dozens of special interest groups (SIGs). I deal with yearly expenses.

Past and Current Projects

Body Gesture Recognition in VR	2018 – present

Private Repository

This project uses the HTC Vive, three Vive trackers, and inverse kinematics libraries to create full body motion tracking. Using machine learning algorithms, I was able to train and classify different human body motions. I used Unity as my VR environment.

illiniLaundry	2016 – present

github.com/illiniLaundry/illiniLaundry-android

illiniLaundry is an open source Android app that gives users a live status report of every dorm's laundry machines. Using MVVM (Model View ViewModel) pattern, the app uses data binding as demonstrated by Google during Google I/O 2016.

HackIllinois Android App	2016 – 2018

github.com/HackIllinois/android-2017

Uses a RESTful API to track announcements, user data, map data, and general event information.

CoolPool	2015

github.com/dl-eric/GUIApp-CoolPool

A Java and JavaFX game I made to exhibit the Model View Controller design pattern.