CJ Lee

580-284-5143 | cl2362@cornell.edu | cjl.ee | linkedin.com/in/cj-lee

EDUCATION

Cornell University, Bachelor of Arts in Computer Science — **SEP 2020 - MAY 2024**
College of Arts and Sciences — GPA: 3.94
Relevant Courses: Operating Systems†, Computer Networks, Analysis of Algorithms, Machine Learning, Functional Programming, Discrete Structures, Statistics and Probability, Linear Algebra, Multivariable Calculus, Structure of Information Networks, Computer Game Architecture†, Distributed Computing Principles († with practicum)

EXPERIENCE

Braze — **JUNE 2023 - AUG 2023**
Software Engineer Intern, Data Lake Team — New York, NY
- Engineered data ingestion pipeline in Python enabling customers to seamlessly sync custom data from AWS S3
- Created new Django models and endpoints to configure integrations and store necessary fields/secrets
- Defined SQS listener and Airflow DAG with deferrable operators to orchestrate reactive ingestion jobs
- Customized Airflow and git-sync docker images for code de-duplication, with automatic Buildkite image creation

Meta (Facebook) — **MAY 2022 - AUG 2022**
Software Engineer Intern, Enterprise Automation Team — Fremont, CA
- Designed full stack auditing system in React, Hack for internal tool SOX compliance with financial use cases
- Implemented full logging to track tool executions and extended data schema to record audit metadata
- Collaborated with cross-functional team to complete project in expedited timeline, saving auditors 500 hours/year

Cornell CIS — **AUG 2021 - PRESENT**
Teaching Assistant, Operating Systems — Ithaca, NY
- Host office hours and individual sessions for personalized help on operating systems and concurrency principles
- Manage lab sections with 40 students with supplemental materials that expand upon lectures

Cornell Autonomous Sailboat Project Team — **OCT 2020 - PRESENT**
Subteam Lead, Business and Operations — Ithaca, NY
- Lead logistics of the 30 member student-led project team and decide policies and guidelines for team workflows
- Raise $30,000 in-kind value from corporate sponsors yearly, and process $1,000 in team transactions monthly
- Develop outward facing UI on team website and design specialized applications for internal use

PROJECTS

9 Lives — Java
https://github.com/studiosstudios/nine-lives
- Collaborated on team of 9 to program and design puzzle-platformer game from scratch using LibGDX engine
- Built a finite state machine-based movement system with fine-tuned controls and forgiving mechanics
- Integrated external lighting engine with game obstacles and activatables for ambient lighting and shadows
- Winner of *Most Polished* category at Cornell GDIAC 2023

dslabs: Distributed Systems Projects — Java
- Implemented various distributed systems in Java including a primary-backup replicated server model, the Multi-Paxos protocol, and a transactional sharded key-value service

Earth and Grass Operating System Extensions — C
- Extended the Cornell Earth and Grass Operating System (EGOS) to incorporate a multi-level feedback queue, memory access exceptions and protections, and a FAT-based file system

OCamlMon — OCaml
https://github.com/choongjae/ocamlmon
- Remake of Pokemon created from scratch in OCaml using functional programming paradigms
- Developed stateful battle engine and JSON data storage and retrieval to handle dozens of Pokemon types
- Wrote external script to convert images into a JSON format for terrain rendering and boundary handling

Musify — Python/Flask/SQL
https://github.com/zaedaamrin/HackChallenge2021
- Designed RESTful backend on Heroku enabling app users, songs, and playlist creation and association
- Received Honorable Mention for Most Creative App Design in Cornell AppDev's Hack Challenge

SKILLS

Languages: Python, Java, JavaScript, Hack/PHP, OCaml, C
Tools: React, GraphQL/Relay, Django, Flask, Git, Apache Airflow, AWS, Docker, Kubernetes