Angus Lee

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SKILLS

- Core Languages: TypeScript, C#, Python, C, Java, C++, JavaScript, Solidity
- Frontend: ReactJS, NextJS, AngularJS, Chakra-UI, Framer-Motion, Carbon Design System
- Backend: Node.js, Express.js, .NET, SpringBoot, GraphQL, Numpy, Pandas
- Databases: DB2, MS SQL Server, MongoDB, PostgreSQL, Neo4j, Firebase
- Unit Tests & CI/CD: Junit, Karma, Specflow, GoCD, Jenkins, Github Actions, Zenhub, Docker
- Debugging Tools: Chrome Dev Tools, VS and VSCode Debugger, MS Server Profiler, GDB

EDUCATION

University of Toronto, Toronto, Ontario, Canada

- Honour's BSc in Computer Science, Specialist in Software Engineering   Sep 2019 – Present
  - Cumulative GPA: 3.68 / 4.00
  - Dean's List: 2019 Fall through 2023
  - 100% Score in Intro to ML. Final Report: Predicting VIX and Underlying Forces of Regime Switching Phenomenon

WORK EXPERIENCE

IBM, Markham, Ontario, Canada • Co-op Internship

- Full Stack Developer - *TypeScript, Node.js, Express.js, DB2 (SQL), JUnit*   May 2023 – Present
  - Developed and maintained an enterprise HR allocation software that managed over 1.8M signoffs and 200K headcounts, resulting in written public praises from other colleagues and users.
  - Effectively communicated with 3 Business Units and was responsible for developing their headcount dashboards, which includes resolving data discrepancies, modifying SQL views, and designing data visualizations.
  - Resolved synchronization and other ambiguous bugs by writing Unit tests, utilizing the Chrome & VSCode Debugger, and attention to detail in terms of code and SQL data.

Taq Automotive Intelligence, Markham, Ontario, Canada • Co-op Internship

- Software Developer - *JavaScript, C#, MS SQL Server, Karma, Specflow, GoCD* May 2022 – Dec 2022
  - Developed and maintained the Credit Driver that created over 50K Vehicle lease deals throughout Canada according to lenders' requests, added features and corresponding toggles while modifying C#, JS, SQL, XML, and PS1 files.
  - Ensure the Credit Application is bug free by writing unit tests and Specflow tests, testing in different environments (local, QA, UAT, PROD), and conducting manual testing by navigating the UI and running queries.
  - Communicated closely with Quality Assurance, Project Leads, DevOps team, and developers from other teams to fix bugs, debugged by stepping through code and event logs on GoCD pipelines, and conduct deployments to Production.

University of Toronto, Department of Computer and Mathematical Sciences • Contract

- Teaching Assistant - *Calculus, Discrete Math, Communication, Presentation*   Jan 2022 – Present
Responsible for the following courses:
  - CSCA67 Discrete Math: 2022 Fall, 2023 Fall
  - MATA30 Calculus 1 for Physical Sciences: 2022 Fall, 2023 Fall, 2024 Winter
  - MATA33 Calculus for Management 2: 2022 Winter
  - MATA34 Calculus for Management: 2023 Fall
  - Held weekly Office Hours and Tutorials, explained problems with clarity and patience, graded exams in courses with more than 550 students, and created weekly/biweekly quizzes that were written by 450+ students.
  - Conducted effective communication among the professor and TAs to coordinate teaching material.

PROJECTS

- Being Seen App – A Mobile App for the Homeless Youth • *SpringBoot, MongoDB, Android Studio*
  Earned #1 contributor out of 7 team members, developed features such as JWT token validation and online payment with StripeAPI, and outlined the app structure using the MVC model.
- Last Minute Shop – A Shopping Website • *React.js, MongoDB, Three.js, StripeAPI, Material-UI*
  Implemented the frontend with features such as: photo upload, camera shot, drag and drop, online payment with Stripe, authentication, and a reactive 3D figure and background with ThreeJS.
- CuteCat VS. LingChieh - A Monopoly-like 2D Board Game App • *C/C++, SFML, Makefile, Agile*
  Collaborated with visual designers and game designers, was fully responsible for the coding part.
- Laser & Lightning – A 2D Horizontal Scrolling Game • *MIPS (Assembly)*
  Control an aircraft to shoot astroids!