

AARON LEE

A recent UCSC Computer Science graduate passionate in web and game development. Experienced working with Node.js and full stack technologies. Looking for opportunities that encourage my curiosity and evolve new skills.



925 . 768 . 1445



aaron.anran.lee@gmail.com



[linkedin.com/in/anranlee99](https://www.linkedin.com/in/anranlee99)



github.com/anranlee99

EDUCATION

UC Santa Cruz
Bachelors of Science in
Computer Science
June 2024

Relevant Coursework

Game Technologies (C#/Unity),
Advanced Programming in C++, Data
Structures and Algorithms, Analysis of
Algorithms, Software Development
Patterns, Graphics Programming

TECHNICAL

React, Node.js, TypeScript, JavaScript,
C# .Net, Deno, AssemblyScript, HTML5
Canvas API, WebGL, C/C++, Python, REST
API Development

LANGUAGES

English
Mandarin

EXPERIENCE

PROJECT MANAGER & CORE TECHNOLOGY DEV

[Playable Quotes](#) | June '23 - Current

An innovative emulator software which allows authentic replays of software experiences

- Created documentation for QuoteKit SDK
- Used [Frida](#) to create bindings for direct read and write memory access
- Created input controls for replaying existing quotes
- [White Paper](#) for Playable Quotes
- js, python, Frida, [Github Projects](#)

ENGINE LEAD

[Jobhunt](#) | June '23 - Current

- Created a Discord activity using the [Discord embedded app SDK](#)
- Design an app that integrates OpenAI API into the core gameplay
- typescript, [colyseus](#), [discord.js](#)

DATA STRUCTURES AND ALGORITHM TUTOR/READER

UC Santa Cruz | January '24 - June '24

- Tutored classes of 200-400 students.
- Held tutoring sessions and helped students personally with concept understandings, homework assignments, and technological issues
- Helped debug student code and explained errors
- Graded student exams
- C/C++

ADVANCED PROGRAMMING TUTOR/READER

UC Santa Cruz | March '24 - June '24

- Helped design course material and homework
- Held tutoring sessions and helped students personally with walk-throughs
- Provided clarifications on project specifications
- Reviewed technical write-ups
- Created mips assembly ROM to be used by student emulators
- Facilitated sections and perform milestone check-ins
- C++, [SDL2](#), CMake

SOFTWARE ENGINEERING INTERN

SierraThermal | April '21 - June '21

- Developed desktop scheduling application using Windows Form Designer during COVID-19 that improved office efficiency in collaboration
- C# .Net

ACTIVITIES

SLUG COMPETITIVE PROGRAMMING

UC Santa Cruz | August '23 - June '24

- '23 - '24 Global finalist for Intercollegiate Programming Competition (ICPC)
- Facilitated weekly practice meetings
- Organized mock competitions

CTF CHALLENGES - SLUG SECURITY

UC Santa Cruz | August '23 - June '24

- Decompiled .Net apps and authored detailed write-ups and walkthroughs of CTF challenges