

# Kelly Lee

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647 Stewart Ave., Ithaca, NY 14853

## Education

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### Cornell University, College of Arts & Sciences

Bachelor of Arts in Computer Science, 2023

GPA: **3.8**

Ithaca, NY

Coursework: Object Oriented Programming and Data Structures, Discrete Mathematics, Functional Programming, Computer Vision, Artificial Intelligence, Computer System Organization and Programming, Analysis of Algorithms

## Experiences

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### Zocdoc

Software Engineer Intern

New York City

Summer, 2023

- Enhanced the self-sign up and onboarding process as part of the provider onboarding team, collaborating in all stages of software development to finalize designs, develop features, add metrics, and deploy to production
- Created an introductory page to Zocdoc Marketplace, serving as the initial point of contact for providers during sign-up, using React, TypeScript, and CSS
- Expanded the billings and pricings page, implementing a breadcrumb navigation, calculator modal, and FAQ section using C# and TypeScript

### IBM

Software Developer Intern

Remote

Summer, 2022

- Migrated IBM Marketplace's self-service checkout page to the latest framework (Angular 14) and implemented icons and footer components using TypeScript
- Successfully eliminated over 400 security vulnerabilities and enhanced end to end testing through cypress

### IBM Accelerate Program

Software Track Participant

Remote

Summer, 2021

- One out of 300 students selected to participate in an 8-week learning program delivered by IBM professionals
- Worked on lab assignments with 5 teammates and completed individual assessments using JavaScript and CSS

## Projects

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### GUI Game Development

September 2020-December 2020

- Independently developed a GUI application that is a clone of game 'Frogger' using Python
- Organized code based on model-view-controller pattern and created an animation using coroutines that interacts with user key press

### Functional Game Development

January 2022-May 2022

- Created game 'Odyssey' from design to development with three teammates using functional programming language OCaml. Features include receiving key and mouse inputs from user, adjustable difficulty levels, an AI obstacle, leaderboard, and graphics utilized by the library 'raylib'
- Planned the overall design of the game and illustrated the graphics, in addition to implementing collision detection and item features

### AI Chatbot Service

September 2022-December 2022

- Developed an artificial intelligence chatbot service 'Cornbot' that answers Cornell related questions with two teammates using a Feed Forward Neural Network, 'SentenceTransformers' library, and Python

## Skills

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Computer Languages: Python, Java, OCaml, C, JavaScript, TypeScript, C#, Html, CSS, SQL

Language Skills: Fluent Korean, Beginner Spanish