Christopher Lee

Computer Science

Contact

808-485-7381
chrisjialee@gmail.com
linkedin.com/in/chrisjialee

Technology/Software
Proficent

C# Python Java
Windows Linux
Docker Wireguard
QEMU/ KVM SSH
Unity 3D Blender
Flask ZFS NFS
SMB …

Technology/Software
Working Knowledge

C C++ RUST
HTML CSS
JavaScript SQL
WebGL/ OpenGL
Android Studio
Tensorflow
OpenCV2 …

Education

Illinois Institute of Technology
expected grad: May 2023
Bachelor's in Computer Science

Mid-Pacific Institute
Honors Graduate,
Outstanding Technology Student Award

More Information

linktr.ee/chrisjialee

Projects

Home-Lab — 2019-present

- Proficiency with deploying KVM virtual machines and docker containers via their respective abstraction layers Libvirt/Qemu and Portainer.
- Developed an understanding of VPNs using Wireguard and OpenVPN, firewall rules, and other basic networking experience using OpnSense.
- Deployed permissioned redundant storage solutions with automated offsite backups using samba and nfs via TrueNAS Core and Ubuntu.
- Configured remote desktop using Nvidia game-streaming technology for nvidia GPUs passed through with VFIO and for other clients; RDP, VNC, SSH clients via guacamole.
- Experience with deploying a reverse proxy for outward facing websites using Ajenti.
- Developed a custom stream deck software solution to manage a cluster of three servers using python's and its respective libraries. Eventually migrated to custom dashboard solution interfacing with Libvirt.

Seraphims of Astraeus — *Video Game 2018-2020*

- Networking using RPCs via mirror networking as a wrapper.
- Experience rigid body 3D modeling using Blender and texturing via Substance Painter
- Proficiency with C#, applying various data structures knowledge for character customization, utilizing blending techniques, and more.
- 2+ years of experience using the unity 3D engine

Lidar Scan Model to AI Image Dataset Generator — 2022

- Experience using lidar scanner and merging point clouds.
- Create an image dataset generator with precise labeling for YOLOv4 and other neural network architectures using scanned models in conjunction with virtual/ simulated environments.
- Subsequently, trained YOLOv4 and KERAs images classifiers.

Power Over Ethernet Alert System — 2022

- Implemented application layer protocol via TCP to communicate sensors data from multiple Arduinos clients and a host Raspberry Pi using Python sockets and multi-threaded approach.
- Data is uploaded to a SQL database for extraction via API.

Galaxy Coordinate Generator — 2021

- Familiarization with the Rust language by creating a galaxy coordinate generator using formulas provided by Ringermacher and Mead.
- Experimented with various threading/ concurrency models.

Portable Windows Gaming Device — 2016

- Independent studies project: assembled a mini portable windows-based gaming device as the deliverable.

Other

- Web scraping and automated actions using Selenium
- Familiarization of natural language processing via Python's NLP library
- Flask library in conjunction with Libvirt's API and SSH subprocesses.
- More on github…