Joseph Lee

Mississauga, Ontario | 647-809-1578 | jayseph.lee@mail.utoronto.ca | linkedin.com/in/jayhochuenglee | jaysephlee.com

Education

UNIVERSITY OF TORONTO   SEPTEMBER 2014 – NOVEMBER 2019

Honours Bachelor of Science in Computer Science and Earth Science

Work Experience

IT Analyst III   JANUARY 2020 – Current

TD CORPORATE, MISSISSAUGA

- Design, develop, and test SAS programs/ETL for SAS ECM.
- Support SAS Application in Unix, Linux and Windows.
- Automated monitoring of batch jobs via Python in production environment for enterprise level applications such as AML (Anti Money Laundering) and Credit Reporting. ROI was $10,000+ /month

RESEARCH ASSISTANT   MAY 2019 – AUGUST 2019

UNIVERSITY OF TORONTO, MISSISSAUGA

- Manipulate large datasets from satellite microwave readings against in-situ soil moisture measurements to establish the feasibility for satellite readings as a replacement for in-situ measurements.

TEACHING ASSISTANT   JANUARY 2018 – MAY 2019

UNIVERSITY OF TORONTO, MISSISSAUGA

- Created weekly lesson plans on data structures and algorithms along with an open forum to encourage student to discuss about solving software problems
- Manage tutorial sections and mentor students on software engineering practices and principles
- In charge of marking and creating test case scripts for student assignments

SOFTWARE DEVELOPER   MAY 2018 - AUGUST 2018

ONTARIO MINISTRY OF ENVIRONMENT AND CLIMATE CHANGE, TORONTO

- Routinely worked on frontend, backend, database, and bug testing for Permit to Take Water and Pesticides Application
- Worked on IBM Watson project for AI based support line on Permit to Take Water Application
- Contributed towards Google Tensorflow project for prediction of illegal waste dumping parties

Skills

PROGRAMMING & SCRIPTING LANGUAGES

SAS, Python, HTML, Java, Javascript, Bash, C

TOOLS & APIS

Agile, REST, Junit, jQuery, Express, Nodejs, Beautiful Soup, Selenium, Heroku, LaTeX, Git, Subversion

DATABASES AND DATA

MongoDb, MySQL, PostgreSQL, XML, JSON

APPLICATIONS

ArcGIS, Erdas, Word, Excel, PowerPoint, Outlook

Side Projects

WAREHOUSE WARS

- Web game written from scratch incorporating object-oriented design and incorporating technologies such as HTML, Nodejs, CSS, Express, SQLite, and AJAX
- Features implemented include a live scoreboard, login system, user account control, administrative controls, and monster ai

SIGNPOST

- Web application written with a M.E.A.N. stack from scratch that acted like a message board for students studying at University of Toronto
- Features implemented include a login system, a live feed of image and text uploaded by students, and a friend list system

REDBEARD'S PIRATE BOOTY

- Treasure hunting game written in Java where users would control a ship to find treasure in a user specified grid size
- Features implemented include adjustments for map height, width, land density, starting sonars, and a pathfinding algorithm for searching for treasure

JSHELL

- Mock unix shell written in Java from scratch by a group of four incorporating agile methodology and weekly scrum meetings
- Features implemented include many Linux commands such as cat, cd, cp, echo, exit, get, grep, history, ls, man, mkdir, and mv