

Vincent Lee

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EDUCATION

The University of Texas at Austin – M.S. Computer Science, B.S. Computer Science

Expected May 2020

- Cumulative GPA: 3.74/4.00
- Major GPA: 3.78/4.00

EXPERIENCE

Software Engineer Intern – Facebook, Inc.

Summer 2018

- Development on backend job queue processing billions of jobs per day
- Prototyped port of job executor from Hack to Python 3 in close coordination with customer on remote team
- Minor improvements to monitoring in C++

Site Reliability Engineer Intern – Indeed

Summer 2017

- Development and testing for the Employer and Chaos Tools teams
- Added tracing to messaging system to gain further insight into site reliability
- Extended Chaos Tools using Go to inflict MySQL lag
- Participated in weekly destructive testing
- Participated in Summer Hackathon and created graph visualizer for JIRA tickets

Software Engineer Intern – Blackbaud, Inc.

Summer 2016

- Development for the company's flagship CRM product based on Salesforce, Luminare CRM
- Hardened and tested code that allows customers to receive new features more reliably
- Used Java and Apex (Java-like language provided by Salesforce) in an Agile setting, with an emphasis on pair programming and test-driven development

PROJECTS

Shadow Techniques

Spring 2017

- Implementation of various shadow rendering techniques using C++ and OpenGL 4
- Shadow maps, shadow volumes, and screen-space ambient occlusion

TearsOS

Fall 2016

- Operating system collaboratively implemented by 35-student class from scratch in two weeks
- Implemented the mmap system call, including shared, private, file, and anonymous mappings
- Coordinated with two teammates and many other teams working on virtual memory subsystem

Minecraft Modding

Spring 2015-present

- Contributions to Minecraft Java Edition modding API MinecraftForge
- Assistant developer for the ProjectE, Botania, Twilight Forest mods
- Helped write documentation for beginning modders
- Port mods to newer versions of the game

Others

- Fall 2017: Clone of cp -r using Linux async io system calls
- Fall 2016: L (instructional ML-like language) to Java transpiler
- Spring 2016: Continuations in C, PPC emulator for x86
- Fall 2015: Web Crawler, Markov text generator, Tetris clone with Myo Armband (3rd place in HackTX 2015 rapid prototyping challenge)

ADDITIONAL INFORMATION

Programming languages: Java (proficient); C, C++, Go, Python (working knowledge); Rust, Clojure (exposure)

Technical interests: operating systems and low-level programming, infrastructure, tooling, functional programming

Other interests: Computer science outreach and education, playing flute and piano, playing shmups