

# Ryan Lee

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## Experience

- Software Engineer II (Fullstack) at [Aurora](#) | San Francisco, CA** Jan 2023 - Present
- Contributed to the maintenance and development of an internal workflow management web app, optimizing workflows involving a human in the loop.
  - Integrated various web systems to enhance triagers' productivity and streamline operations.
  - Standardized the Deficiency Issue Reporting system by revamping the issue-linking infrastructure.
  - Implemented a bulk editor and audit tracing within the Test Triage evaluations, resulting in a notable decrease in end-to-end latency.
  - Reinforced the web app system's health by incorporating daily executing integration tests.
- Software Engineer (Mobile) at [Snap Inc.](#) | San Francisco, CA** July 2021 - Dec 2022
- Designed and pioneered a shared Search UI platform for cross-team utilization.
  - Reconstructed Universal Search UI components as a plugin for various search surfaces across Snapchat.
  - Collaborated with the Sharing team to enable users to search for on-device contacts, leading to a 25% increase in New User Link App Opens.
  - Conceptualized and developed a 'Welcome Pretype' experience, simplifying Snapchat's features into an easily digestible UI. This resulted in a significant boost in Search's lens opens and verified user adds.
  - Integrated Snapchat+ into Search through launchable Snapchat+ search results and badges.
  - Managed Search frontend clients (both Android and iOS) using Typescript, Objective-C, and Kotlin.
- Software Engineer (Intern) at [Apple](#) | Remote** Aug 2020 - Dec 2020
- Enhanced company-internal tools, interfaces, and libraries to improve device failure diagnosis.
  - Coding using Go, React, and GraphQL.
- Software Engineer (Intern) at [Better Sports](#) | Berkeley, CA** Jun 2019 - Sep 2019
- Built an iOS application for a startup targeting online sports betting. Responsible for both frontend and backend user login experience.
  - Verified user authentication through validating GraphQL login tokens using Java and Spring.

## Education

- University of California, Berkeley** Aug 2017 - May 2021
- Bachelor of Computer Science | 3.4 GPA

## Projects

- Wrestler's Portal iOS Application** Jun 2018 - Jan 2019
- Designed an iOS Application to send push notifications to subscribed users to alert wrestlers and coaches of upcoming matches in a wrestling tournament
  - Managed APNS storage and distribution by collaborating with Apple developer infrastructure.
  - Swift for the frontend, Apple Cloudkit for the cloud database, & Node.js for the backend/server.

## Technical Skills

- Languages: Typescript, React Native, Golang, Java, Objective-C, Kotlin, Swift, Java
- Frameworks: React Native, Bazel, RxJs, MobX, Node.Js, Gorm, Jest, Enzyme, SwiftUI, Postgres
- Tooling: Git, Jira, Grafana, AB Testing