

# Cristina R. Lee

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Los Angeles, CA 91343

## Education

### Cornell University, College of Engineering

BS in Computer Science, Minor in Game Design and UX

GPA: 3.62/4.3

Ithaca, NY

Expected May 2026

**Coursework and Extracurriculars:** Object-Oriented Programming & Data Structures (Java), Discrete Structures, Computer System Organization, Intro to Database Systems, Analysis of Algorithms, Independent learning in Ruby

## Technical Skills

- **Programming Languages:** Java, Python, OCaml, C, C#, GDScript
- **Web Development & Databases:** HTML5, CSS3, JavaScript, PostgreSQL
- **Game Development:** Unity, Godot, libGDX
- **Version Control & Tools:** Git, GitHub, Visual Studio, VS Code

## Projects

### Unit(Life)

December 2024

CS 3110: Data Structures & Functional Programming

- Developed a life simulator in OCaml with robust game state management, event systems, and UI components.
- Designed modular, maintainable code using functional programming principles, exceeding project scope (2,500+ LOC vs. 1,200 LOC minimum requirement)
- Applied advanced FP concepts (pattern matching, higher-order functions, immutable data structures)
- Led version control workflows and implemented formal software engineering practices, including documentation, abstraction functions, and representation invariants

### Knead For Speed

January 2024 - May 2024

CS 3152: Introduction to Game Development

- Stealth strategy game featuring strategic maneuvering of scent trails to avoid enemy AI
- Managed the visual programming, including rendering, animations, and realistic scent dissipation, ensuring smooth performance and clear player feedback
- Programmed integration of the Tiled level editor—developing a JSON parser to load levels, support custom enemy AI pathing, and handle edge cases—enabling non-programming team members to create levels without coding
- Created in Java using LibGDX, in collaboration with a team of 8 over the course of a semester, with continuous iterations through various prototypes and releases

## Work Experience

### Cornell University

Ithaca, NY

Consultant for CS 3152

January 2025-Present

- Lead office hours, providing assistance to students with course material and programming assignments
- Grade labs and provide feedback to help students improve their understanding and skills
- Playtest prototypes, offering suggestions to improve usability and design

### Lavner Education

Los Angeles, CA

Tech Instructor

June 2023 - August 2023

- Taught STEM subjects on the UCLA campus to diverse age groups, developing communication skills and utilizing problem-solving techniques to resolve high-pressure situations
- Facilitated Java programming curriculum for students aged 11-14, adapting lessons to skill levels and providing personalized support to improve coding and confidence

## Skills and Interests

**Core Skills:** Creative problem-solving, strong attention to detail, effective and direct communication

**Interests:** Cooking, digital art, strategy games, UI/UX design