Etienne Lee

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Junior | B.S.E Computer Science + Accelerated M.S.E Data Science | GPA 4.0/4.0

EDUCATION

University of Pennsylvania | School of Engineering and Applied Science   Expected May 2027

- Bachelor of Science in Engineering in Computer Science
- Master of Science in Engineering in Data Science

TECHNICAL SKILLS

Languages: Java, Python, C, JavaScript/TypeScript, HTML/CSS, SQL, Bash, RISC-V Assembly, OCaml
Frameworks: React, Node.js, Next.js, Scikit-learn, PyTorch
Tools: Git, MongoDB, PostgreSQL, Neo4j, AWS, Postman, Google Colab, LaTeX, Docker

WORK EXPERIENCE

Conversion Capital | Data Science Intern   June 2025 – August 2025

- Designed a data enrichment pipeline connecting Notion, Affinity, and Specter to automatically update investment signals across 3,000+ sourced companies, surfacing weekly top prospects for the investment team
- Built a bidirectional sync system between Excel and Notion using Python, eliminating manual data entry

Neopets | Software Engineering Intern   June 2024 – August 2024

- Spearheaded development of a full-stack browser extension and a multiplayer game demo using React, TypeScript, Node.js, and Socket.IO
- Developed interactive frontend animations and dynamic UI components in React, alongside backend systems handling user authentication, real-time game state, and achievement tracking via Node.js and MongoDB

University of Pennsylvania | Teaching Assistant, CIS 5500: Databases   August 2025 – Present

- Created homework and exam questions, mentored project groups, and held office hours for 200+ students covering SQL, database design, query optimization, and full-stack development

PROJECTS

Portfolio Website (Next.js, React, TypeScript)

- Designed and developed a personal portfolio site to showcase work experience and projects
- Built interactive hover animations and deployed at etiennelee.com using Vercel

New Tab Photo Extension (TypeScript, React)

- Developed a Chrome new tab extension that displays photos from a user-managed collection
- Implemented photo upload, deletion, and random selection using React, TypeScript, and Chrome Storage

Steam Game Success Predictor (Python, Pandas, Scikit-learn)

- Led ML project predicting game success on a highly imbalanced Steam dataset of 97K games (90% never played)
- Engineered features from pre-release metadata and evaluated multiple models, achieving 0.45 F1 score.

Ocean Biodiversity & Climate Change Explorer (React, Node.js, PostgreSQL, AWS)

- Built a full-stack website for exploring marine biodiversity and ocean conditions over time using real oceanographic data
- Led database architecture including schema design and query optimization, and developed the React frontend

PennOS (C, Bash)

- Co-developed a UNIX-like guest OS featuring a priority scheduler, FAT filesystem, and interactive shell
- Built and integrated filesystem with kernel from scratch, enabling file operations and UNIX commands (cat, mv, ls, etc.)

LEADERSHIP AND HONORS

- **Hong Kong Junior National Tennis Champion** (2022); Member, Hong Kong National Tennis Squad (2016 – 2023)
- **Hong Kong National Pickleball Champion** (2021)
- **First Place (Best Overall),** Penn NSF HDR ML Hackathon (2024)
- **Founder,** Tennis SENsation (2022 - Present): Led weekly tennis program for children with special needs
- **Recipient,** Hong Kong Scholarship for Excellence (2023)