

# James Lee

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github.com/jamesrenhoulee

## Skills

Languages: Python, Java, C, C++, C#, HTML5, PHP, JavaScript

Frameworks: Unity3d, Qt, Kivy

Libraries: OpenCV, PyTorch, Keras, Tensorflow

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## Experience

### PhonicsVR / Software Developer - Contract

Jun 2020 - July 2020

Short contract to debug and modify animations in **Autodesk Maya** and **Unity3d**. Added scripting to handle movement and animations. Modified scenes and assets to suit required specifications.

### Elucid Labs / Software Developer

August 2017 - October 2018

Primary full stack developer. Used **Qt** and **Kivy** as main GUI, and implemented image processing algorithms using **OpenCV** in **C++** and **Python**.

Integrated USB3 cameras and HIDs into Linux and Android applications.

### McMaster University / Teaching Assistant - CS 3AC3, Algorithms and Complexity

January 2017 - April 2017

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## Education

### University of Waterloo / Systems Design Engineering (M.A.Sc)

January 2019 - Present, Waterloo

Focus in Machine Learning and Facial Expression Recognition in real-time.

Working on other cutting edge projects, such as a lens-free microscope and an AI-powered object localization tool.

### McMaster University / Honours Computer Science (B.A.Sc)

September 2013 - April 2017, Hamilton

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## Projects

### Image Processor / <https://github.com/jamesrenhoulee/ImageProcessor>

An application allowing the user to perform a variety of image processing algorithms on images, written in **Python** using the **Kivy** GUI framework.

### Personal Website / [www.gameslee.com](http://www.gameslee.com)

Personal game portfolio, contains a large collection of self-created games made as a hobby.

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## Papers

*TimeConvNets: A Deep Time Windowed Convolution Neural Network Design for Real-time Video Facial Expression Recognition*

*EmotionNet Nano: An Efficient Deep Convolutional Neural Network Design for Real-time Facial Expression Recognition*