Aiting Lee

Software Developer | Student Job

+45 7888 8237

michelle723@gmail.com

Personal Website

Linkedin

About Me

I'm Aiting Lee, a software developer with three years of experience in developing multi-platform applications using Unity, WPF for Windows, and React for the web. I am currently pursuing a Master's degree in Software Design at the IT University of Copenhagen, with expected graduation date on 2026 May. Before transitioning to software development, I worked as a Central Kitchen Designer, responsible for planning floorplans. My career change began after attending a half-year programming bootcamp. During my free time, I love traveling and scuba diving. I am adaptable, open-minded, and a thoughtful person. I believe my experience make me an ideal candidate for your team.

Skills

Programming

- **C#** - **WPF & Unity** - 2.5 years
- **TypeScript - React Web –** 1.5 year
- **Java** - 1 year
- **C** - Beginner

Language

- **Chinese** - Native
- **English** - Fluent
- **Danish** - Beginner

Education

IT University of Copenhagen

Master in Software Design

Aug 2024 - Present

National Taiwan Normal University

Bachelor in Education

Sep 2014 - Jun 2018

Work Experience

Product Specialist • DreamData • Copenhagen

Sep 2025- Present | < 1 years, Student Job

I am currently working as the product specialist at DreamData. I guide customers on how our product can fulfill their needs. I also look into the data warehouse to find potential faulty results and use inspect tools to diagnose certain behavior in our web app.

Fullstack Web Developer • Diversity HR Partner • Copenhagen

Dec 2024- Sep 2025 | < 1 years, Student Job

I develop the entire website Culture Consultant **independently**, both frontend and backend. I contributed to launching the website from scratch in **three months** with **Typescript, React, and NextJS**.

- Developed a React and NextJS SSR website and implemented Restful APIs.
- Build and host a PostgreSQL database on Superbase server.
- Prompt and train LLM AI, creating a chat bot interaction with FastBot.

Mid-Level Engineer • ViewSonic • Taipei

Jul 2022 - Jul 2024 | 2 years, Fulltime

I first worked as a **Unity engineer** on UNIVERSER, a virtual campus for online teaching, where I led development for the **VR platform**. I then transitioned to a **WPF** engineer on ClassSwift, a classroom interaction app, leading the Mac platform development. In both roles, I implemented UI and functionality (Unity/WPF), maintained and refactored existing codebases, and collaborated closely with UI/UX designers, art designers, and the QA team.
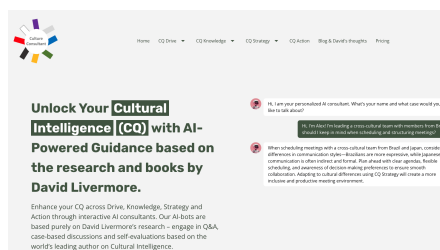
Unity Developer • Arplanet • Taipei

Nov 2021- Jul 2022 | < 1 years, Fulltime

I contributed to an **AR product** (marq+) by maintaining and implementing new features. I also worked on various **VR projects**, including developing a VR staff training app for a semiconductor factory. Across these projects, I implemented functionality using **Unity** and created Instagram filters using Spark AR.
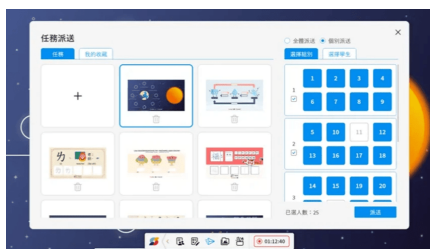
Projects

Culture Consultant | NextJS & Website (https://www.cultureconsultant.org/)

A part-time project - A web application featuring a conversational AI chatbot trained on a specific dataset of articles. I contributed to all fullstack features, including login, subscription, payment, and implementing all the user interfaces.
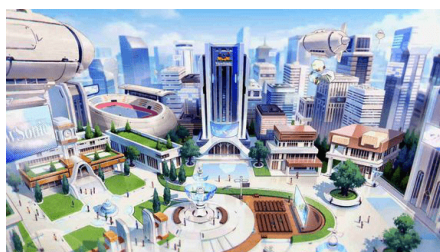
TypeScript | React | NextJS | | PostgreSQL | FastBot | CI/CD | Chakra UI

ClassSwift | WPF & Windows application

Full-time work project - A Windows application used by teachers to facilitate classroom interaction in a simple and effective way.

C# | WPF | Realtime Sockets message | Restful API | Software Architecture

UNIVERSE | Unity & Multi-platforms application

Full-time work project - An immersive avatar-based virtual classroom, offering features like screen sharing, video streaming, spatial voice, chat, and course/class management.

C# | Unity | Photon and Socket Chat System | Restful API | Windows & Mac & VR

See my programming projects on My Website(https://aitinglee.github.io/)