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# ANTHONY LAI

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## EDUCATION

University of Ottawa  
B.A.Sc Software Engineering  
2017 - Present

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## SKILLS

- Industry Experience in Python and Java
  - Automation Infrastructure with Jenkins
  - Linux and CLI Environment Experience
  - Android Development
  - Familiar with Ruby, HTML, CSS and JS
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## EXPERIENCE

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### HELIX EMBEDDED SOFTWARE ENGINEER WIND RIVER SYSTEMS

Jan 2019 – Apr 2019

- Helix Virtualization Platform - Platform Integration Team
- Managed system automation infrastructure analysis for the Helix product
- Used tools such as Git and Jenkins
- Hands on experience with the industry leading real time operating system, VxWorks
- Worked in a Linux and CLI heavy environment
- Fully agile work environment, experienced with tools like JIRA, Rally, and CodeCollaborator

### JAVA SOFTWARE DEVELOPER CANADA REVENUE AGENCY

May 2018 – Aug 2018

- Register Plans Application Suite Section
- Java application development
- Used tools such as Git and JUnits
- Worked with tools like JIRA, following agile principles with user stories and stand up SCRUM meetings

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## PROJECTS

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### KINECT THERAPY GAME

St. Vincent Hospital – Ottawa, ON

- Developed to be used as a new tool for the longterm physical therapy program
- Developed, using Unity and C
- Using the XBox 360 Kinect technology, we created a rhythm game where the objective was to match arm motions with the beats on screen

### SUPER Q KITCHEN KIOSK APPLICATION

Super Q Kitchen – Markham, ON

- A kiosk style application for ordering meals at Super Q
- Developing for Android, using Flutter
- Planning to incorporate Square payment method and phone text notification

