

Anthony Lai

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Education

University of Ottawa

Ottawa, ON

BACHELOR OF APPLIED SCIENCE IN SOFTWARE ENGINEERING, GPA: 3.8/4.0

2017 - Present

- **Expected Graduation Year** — 2022
- **Software Coursework** — Data Structures and Algorithms, Operating Systems, UI/UX Design

Experience

Solace

Kanata, ON

SOFTWARE DEVELOPER, INTERN

Sep 2019 - Dec 2019

- Full Stack Developer working on Solace Cloud programming in **Aurelia** and **Java Spring**
- Improved and fixed multiple features on the user interface of the cloud consoles
- Increased the modifiable parameters of a messaging service by using existing REST APIs to give users more control and to increased the parallels between the newer cloud mircoservices product and the older software product
- Split search microservices which implement **Elasticsearch** by separating components and databases, improving maintainability, modularity and performance of Solace Cloud

Wind River Systems

Kanata, ON

SOFTWARE ENGINEER, INTERN

Jan. 2019 - Apr. 2019

- Developed and acted as the feature owner of the automated infrastructure system for analysis of the Helix Virtualization Platform
- Incorporated new checks which evaluates the Helix Platform for stability, resiliency, and performance which gave the members of the team new insight on the limits of the platform
- Improved coverage of the system analysis by repairing and updating the existing modules which were writing in **Python** and ran by **Jenkins**
- Presented all my developments and knowledge on that automation infrastructure to my team prior to leaving
- Experienced working with the real time operating system (**RTOS**), **VxWorks7**

Canada Revenue Agency

Ottawa, ON

SOFTWARE DEVELOPER, INTERN

May. 2018 - Aug. 2018

- Implemented features for an internal government **Java** application used by all auditors and other employees of the CRA
- The system managed and organized all government registered savings plans and pensions
- Developed and maintained many unit and integration tests for the application

Projects

Spa Management System

- Project lead developing a management and organizational tool for a spa business in Toronto
- Performing project lead duties such as managing tasks for team members, discussing with clients on their requirements, and writing specifications documents
- Will manage the spa's web infrastructure such as website domain, web application deployment and databases
- Developing with a stack featuring **React**, **Node**, and **Firestore**; using Google Cloud as our cloud provider

Kinetic Therapy Game

- Designed and created for St. Vincent Hospital, a long-term care hospital in Ottawa, for their physically rehabilitation program
- Developed the game by interacting with the client and implementing exercises based on their needs to help them achieve their rehabilitation goals
- Developed for use with the Xbox 360 Kinect which tracks the physical movement of a person and translates to movement in a game
- Implemented most of the menu interface using **C#** and **Unity3D** to display valuable information on the users of our game

Kiosk Ordering App

- Designed and developing a kiosk style ordering Android app for a food court business
- Built the application interface using Google's **Flutter** toolkit with the **Dart** language
- Designed to function similarly to a McDonald's ordering kiosk