
ANTHONY LAI



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EDUCATION

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

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

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

PROJECTS

KINECT THERAPY GAME

St. Vincent Hospital – Ottawa, ON

- Developed to be used as a new tool for the long-term 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

