Anthony Lau

University of Waterloo Computer Engineering



Skills C# Java C++ HTML, CSS, JS Python

Awards •

Genesys Hackathon - 2nd place

Implemented a **chatbot** that analyses input and helps with **debugging** code, with additional functionality such as **Jira** ticket linking.

President's Scholarship - \$2000

Awarded for over 90% admission average.

Nortel Networks Undergraduate Scholarship - \$3500

Awarded for outstanding academic performance and extracurricular activities involvement.

Duke of Edinburgh Silver Award

A year long program focused on community improvement and personal growth.

Extracurricular

DECA - competed at the provincial level **Relay for Life** - helped raised over \$100K **RCM** - Piano level 8 1st class honours

Interests

Outdoor sports - skiing and biking
Reading - fantasy and history
Community service - 400+ hours

Experience

Full Stack Developer • Genesys • 2019

- Implemented microservices using the .NET core and Restful APIs.
- Developed Prometheus prototype to monitor health and usage of Genesys Voice Platform running in Docker containers deployed on Amazon ECS.
- Designed and implemented **python** script to gather and visualize data regarding system crashes with backtraces and send emails to those involved.

Operations Executive • Robotics Club • 2017-18

- Organized and coordinated the club's 80+ members to compete in the VEX Robotics competition.
- Served as club representative for sponsorships, acquiring over \$10K.
- Competed in Vex Robotics as team leader, coming in 6th place out of 110 competitors.

Projects

Bump • Hack the Valley (U of T) 1st place

Google Cloud Vision API, Twilio API, HTML parser, Firebase

- A "smart-braille" IoT project that empowers the visually impaired by using solenoids to display braille.
- Displays SMS messages, road signs, and webpages in braille

BreadCrumbz • UOttawa Hacks 4th place 🗘

NodeJS, Express, MDBoostrap, Google Maps API, Twilio API

- Designed a **web app** that makes volunteering convenient and rewarding
- Integrates the delivery of surplus supermarket produce to homeless shelters into your commute

Particles Collision • Personal Project ()

- Created an application that efficiently simulates the motion of balls in a closed 2-D container.
- Implemented an event driven priority queue using a binary heap in C# using .NET framework.
- Designed **graphics** using **Windows Forms**.

Casinorama • Final Design Project 🗘

- Designed and created a virtual casino, consisting of Poker, Roulette, and Blackjack in **Java**.
- Used **object-oriented** programming to organize code and design data structures.
- Designed graphics using JavaFX framework.