Anthony Lau

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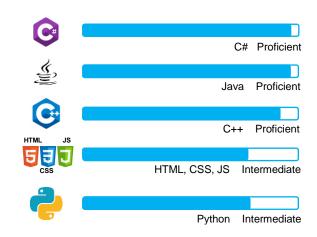
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Skills



Awards and Distinctions

- 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 involvement and service 400+ hours

Experience

Full Stack Developer • Genesys • 2019

- Implemented microservices in the .NET core using Restful APIs.
- Developed **Prometheus** prototype to monitor health and usage of Genesys Voice Platform running in Docker containers deployed on Amazon ECS.
- Aided in the design and development of a fully automated CI/CD pipeline that deploys to AWS.

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.

Projects

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

- A "smart-braille" IoT project that empowers the visually impaired by using solenoids to display braille.
- Used Google's Cloud Vision API for object detection to describe surroundings in braille.
- Used Twilio and HTML parser to read texts and webpages in braille.

BreadCrumbz O UOttawa Hacks 4th place

- Designed a web app that makes volunteering convenient and rewarding
- Created a web service using Node.js and Express for the backend while MDBootstrap was used for the UI.
- Google Maps APIs were used for calculating the most optimal route and Twilio's API was used for delivery verification.

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.

Website Personal Project • anthonylau.me

- Designed and created a personal website using HTML5, MDBoostrap, CSS3, JavaScript.
- Implemented **responsive** web design display format changes depending on screen size.

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.