Victor Lai

lai.victor.vl@gmail.com - victorl.ai

Android Engineer passionate about elevating programming culture

work experience

ANDROID ENGINEER, SQUARE — MAY 2017 - PRESENT

- Helped launch 2 products, Square Register and Square Terminal, running our Point Of Sale app on custom Square hardware, bringing both from beta to release to 1000s of sellers, while playing critical role in development and maintenance
- Brought up initial payments infrastructure for Square Terminal
- Led stability enhancements and API redesign for Square Register
- Developed the Android Support applet redesign for the new dynamic content architecture
- Architected StatusBar redesign to enable automated testing and unblock continued development
- Assumed ownership of common Dagger foundation shared across 5+ Point Of Sale apps
- Participated in general engineering duties: on-call rotation, interviewing, design review, maintenance, performance improvements, testing, mentorship

ANDROID ENGINEER INTERN, THALMIC LABS — SEPT - DEC 2015

- Debugged bottlenecks to improve throughput by 2-5x in windowing framework for smartglasses
- Created a product demo for investors demonstrating live speech translation on a remote display

WINDOWS SHELL ENGINEER INTERN, MICROSOFT — JAN - APR 2015

- Started first 1440p WM10 builds by resolving dependencies across 3 patches and 500 files
- Added brightness toggles to the Windows 10 Action Center

OUTLOOK SERVICES ENGINEER INTERN, MICROSOFT — MAY - AUG 2014

- Prototyped creative, native text messaging between WP8, Android, and iOS

AGILE ENGINEER INTERN, PIVOTAL LABS — SEPT - DEC 2013

- Developed the WP8 MTV media streaming app from scratch in 3 months in a team of 4
- Implemented QR scanner using the camera and ZXing libraries for the CurrentC iOS wallet app

education

University of Waterloo — Bachelors of Software Engineering, 2016

WEBGL INSIGHT, CAPSTONE

- Developed a Chrome extension for debugging WebGL apps with a React frontend in a team of 4

MODEL TRAIN RTOS, REAL-TIME OPERATING SYSTEMS

- Built an interrupt-driven RTOS using C99 and CMake to control Märklin model trains