Brendan Lai

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Work Experience

BC Children's Hospital – Digital Health Innovation Lab

Vancouver BC, CA

Data Analyst – Visualization Development (Part-time Contract)

September 2022 – Present

- Developing and deploying data visualizations to help prevent surgical site infections leading to increases of up to 60% in prevention adherence rates
- Improved dashboard usability ratings as determined by anesthesiologist surveys with increases of 30% in satisfaction and 50% in frequency of use
- Poster presentation at CPAS (Canadian Pediatric Anesthesiology Society) conference for work on PeDI (Pediatric Difficult Intubation) dashboards

Developer Co-op – Data Analytics and Visualization Tools

May 2022 - August 2022

- Lead end to end development of dashboards for the PeDI registry helping the department understand and analyze difficult intubation techniques
- Built scripts that clean and merge a variety of data sources to conduct data analysis for pain risk prediction studies (POQI)

Canadian Imperial Bank of Commerce (CIBC)

Toronto, Ontario, CA

Business Systems Analyst Co-op – Enterprise Solution Design

September 2021 – April 2022

- Developed and deployed Tableau dashboards supporting management to identify workflow inefficiencies (teams and applications) and viable solutions
- Presented analysis and dashboards to senior leaders in weekly meetings resulting in a reduction in project delivery length by 5 days on average
 Designed process routines and built automated python scripts reducing time spent on daily tasks and improving data cleanliness
- Designed process routines and standard designed solutions are standard and improving data designed and standard solutions are standard and standard solutions and standard solutions are standard and standard solutions are standard solutions.
- Lead project to mitigate data loss in preparation for transitioning between tools reducing required data migrations by 60%

MDA Ltd.

Halifax, Nova Scotia, CA

May 2021 – August 2021

- Software Engineer Co-op Test Automation
 - Designed and developed automated tests in Java growing the project's smoke and regression test suites by 50% and 20% respectively
 - Refactored and optimized the test precondition steps reducing the runtime by 60% and improved smoke test's reliability to 100% verification
 - Monitored and update the statuses of bugs and defects in Jira ensuring all tickets were accurate and effectively logged

Education

University of British Columbia, Bachelor of Applied Science

September 2018 – May 2023

Integrated Engineering: Computer Engineering Major & Engineering Physics Minor

GPA - 3.75 / 4.33

Awards: Deans Honour List (2020, 2021, 2023), 2 x Design and Innovation Award (IGEN330 and IGEN 430)

Capstone & Technical Projects

Foosbot: An autonomous foosball opponent (4th Year Capstone)

UBC (IGEN430)

Team Lead & Developer

October 2022 - April 2023

- Designed and fabricated a robotic foosball opponent using a camera and detection algorithms to track the ball sending commands to our MCU
- Used python to code key elements of the project such as the robotics decision making, ball tracking, and camera calibration methods
- Applied a data driven approach to developing our prediction algorithms for the foosball position and programmed the robot's strategy model
- Developed a real-time GUI for users to understand what is happening behind the scenes and increase interactivity with the final product

1D and 2D Schrodinger Equation Simulations

UBC Individual Computational Physics Project

• Implemented advanced numerical and computational methods to simulate a variety of different classical mechanics physics problems in MATLAB

Face Familiarity Prediction Using EEG Collected Brain Wave Data

UBC Group Course Project

- Full machine learning project: collecting brain wave data with EEG, processing data, analyzing data, developing and training machine learning model
- The model achieved 98% and 93% classification success on the train and test sets respectively. The regression model achieved r²=0.96

Overlap: Music Sharing Web Application (3rd Year Capstone)

UBC (IGEN330)

Backend Team Lead & Algorithm Developer

October 2020 - April 2021

- Built a Spotify integrated web application returning users listening habits and letting you discover your friend's music tastes
- Designed and developed: data schemas, routing, and middleware functions for our RESTful API and its endpoints
- Coded and developed playlist generation model and users' favourite songs incorporating collaborative filtering and clustering in python

Skills

Programming Languages and Tools: Python, PowerBI, Tableau, Jupyter, Git, Excel, MongoDB, REST APIs

Methodologies: Agile, Data Visualization, Data Analysis, Data Cleaning, Machine learning, Object-Oriented Programming, Software Testing