BRYAN LOR

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Career Objective

A self-motivated student who looks to obtain a software engineer internship or entry-level position as a full stack developer. Looking to grow and apply my technical, design, and communicational abilities.

EDUCATION

Wayne State University – Detroit, MI   Expected Graduation: May 2025

Bachelor of Computer Science, Animation and Interactivity Minor

Departmental GPA - 3.45, Society of Developers member, Valorant Varsity Esports player

Macomb Community College – Warren, MI   Aug 2017 – May 2020

Associates of Arts with Early College of Macomb Certificate

Cumulative GPA - 3.6, Honored on Deans List, received Cum Laude award

Relevant Courses: Python OOP, Front-End Web Development and Design, Problem Solving in C++, Computer Science 1(Current), Fundamental Structures in CS (Current), Intro to UI/UX Design (Current)

SKILLS

- Programming: C++, C#, Python, HTML, CSS, JavaScript
- Frameworks and Libraries: React, Node.JS, Pandas, Selenium, Bootstrap
- Technical Tools: VSCode, Visual Studio, Git, GitHub, MS Office, MATLAB, Linux, Unity
- Design Tools: Webflow, Figma, Adobe Creative Cloud, Photoshop, Illustrator, Blender
- Languages: English, Hmong

PROJECTS

Purchase Bot   2021

Personal Project

- Created a script that would autonomously refresh and buy products on the web when in stock.
- Structured the program to be universally applicable for all websites on the internet without a captcha verification. Python and Selenium's WebDriver framework were used to run the program.

Concept Brand Website (Front-End)   2020

Coursework: Web Development Final Project (100% Grade)

- Designed and developed a mock business website from scratch. Provided documentation and presented progress throughout stages of development. Hosted on Macomb's campus servers.
- Made strictly with only HTML5, CSS, and Adobe Photoshop as our design tool.

2D Hack and Slash Game   2019

Coursework: Python OOP Final Project (100% Grade)

- Constructed a short souls-like game application utilizing object orientated design in Python and Pygame.
- Reported updates on development process. Provided an in-depth explanation on the program architecture such as how the AI for the bosses were designed and executed.

INTERESTS

Software development, full stack web development, front-end development, technical and digital arts, graphic design, animation, user interface/experience, and video games.