

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 - 3.61, Society of Developers member, Valorant Varsity Esports player

Macomb Community College – Warren, MI

Aug 2017 – May 2020

Associate of Arts with Early College of Macomb Certificate

Cumulative GPA - 3.6, Honored on Dean's List, received Cum Laude award

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

SKILLS

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

Purchase Bot

2021

Personal Project

- Created a script that would autonomously refresh and buy products in stock on the web.
- 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 automate the web.

Front-End Concept Restaurant Website

2020

Coursework: Web Development Final Project (100% Grade)

- Developed and deployed a mock business website from scratch. Provided documentation and presented progress throughout the development cycle. Hosted on Macomb's campus servers.
- Made strictly with only HTML5, CSS, and Adobe Photoshop as our design tools.

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 Pygame.
 - Reported updates on the development process. Provided an in-depth explanation of the program architecture such as how the AI for the bosses was designed and executed.
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INTERESTS

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