

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.

SKILLS

- Programming: C++, C#, Python, HTML, CSS, JavaScript
- Frameworks / APIs: React, 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.

EDUCATION

Wayne State University

Expected Graduation May 2025

Bachelor of Computer Science, Animation and Interactivity Minor

Current Major GPA - 3.45, Society of Developers member, Valorant varsity Esports player

Macomb Community College

Aug 2017 – May 2020

Obtained an Associates of Arts during high school through an Early College Program.

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)

INTERESTS

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