# ETHAN LAM

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#### **EDUCATION**

#### Honors Bachelor of Science (HBSc)

September 2019 - April 2023

University of Toronto: Computer Science Major, Math Minor and Philosophy Minor

GPA: 3.88/4.00

Relevant Courses: Software Engineering I, Data Structures, Computer Organization, Theory of Computation I, Software Tools and Systems Programming, Software Design

#### **SKILLS**

Programming: Python. Java, Javascript, HTML, CSS, C

Technologies: React.js, Node.js, Next.js, Nest.js, Selenium, JavaFX, Postman, Figma, Neo4j. Git, Bash

Spoken Languages: English (Native), Cantonese (Conversational)

# WORK EXPERIENCE

**Teaching Assistant** 

May 2021 - Present

University of Toronto

- CSC148H5: Intro to Computer Science
- Taught fundamental computer science concepts (OOP, Recursion, Smart Testing) in classes averaging 50 students

## **Computer Science Tutor**

November 2018 – June 2019

Self-Employed

• Taught high schoolers Python, leading to an average 12% increase in marks after tutoring

## **PROJECTS**

Personal Website: www.ethanlam.ca/ for more info and projects

Lectern | JavaScript, Solidity, Firebase, Node.js, Next.js, HTML, CSS, Blockchain

May 2021

A decentralized e-learning platform utilizing blockchain to break down borders

- Utilized Blockchain technologies to create our own cryptocurrency for payment
- Connected the front-end login flow to our Firebase back-end
- Used chakra-ui to create a responsive site where students can book sessions and connect with tutors

## Track-19 (Hack The Case 2021 Winner) | JavaScript, Node.js, Next.js, HTML, CSS

Feb 2021

A web app that serves Covid data and news relevant to your area, without tracking you

- · Mocked up the design of our website on Figma
- Used Next.js, HTML, and CSS to create the front end of our website
- Created and edited a video to send to the judges that won Best Presentation, along with our project winning overall

# $\underline{\textbf{Operation Guesser (PyJaC 2021 Winner)}} \mid \textit{Python, Pygame, React.js, HTML, CSS}$

Jan 2021

A math guessing game (Python, Pygame) that uses recursion and memoization to efficiently generate expressions

- Increased our algorithm's efficienty by 700% by using memoization
- Created a website using HTML and CSS to showcase our code

# Trading System | Java, JavaFX

May 2020 - Aug 2020

A multi-user, real time, database-centered project (Java, JavaFX) allowing users to trade items

- · Contributed to both the front-end and back-end of a multi-month Java project that recieved an A+
- Led communication between all 8 members of our group while utilizing Agile Methodologies

### HONORS AND AWARDS

Dean's List Scholar September 2019 – May 2021

Awarded twice in two years for maintaining a GPA of 3.50 or higher at the University of Toronto

#### University of Toronto Scholar's Award

Spring 2019

Merit based award for being one of the most outstanding students to apply to the University of Toronto

#### University of Waterloo CSMC Contest Medal

Fall 2018

Awarded by the University of Waterloo for getting the highest mark in my cohort