

Gordon Lei

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EDUCATION

New York University Tandon School of Engineering

Expected Graduation: May 2022

Bachelor of Science in Computer Science, Minor in Game Engineering

Brooklyn, NY

- Cumulative **GPA: 3.66/4.0**; Dean's List: 2018 - 2019, 2019 - 2020
- Notable courses enrolled: Object-Oriented Programming, Design & Analysis of Algorithms, Introduction to Databases, Introduction to Operating Systems, Computer Networking, Computer Security, Software Engineering, Artificial Intelligence, and AI for Games

WORK EXPERIENCE

New York University Tandon School of Engineering

Jan. 2021 – Present

Software Engineering and Senior Design Teaching Assistant

New York, NY

- Assisting professor in managing the course material and course notes

New York University Tandon School of Engineering

June 2019 – July 2019

Object-Oriented Programming Teaching Assistant

New York, NY

- Assisted professor in teaching students Object-Oriented Programming in C++ in class and during office hours
- Worked with Travis CI and GitHub for class activities and homework to facilitate automation

PROJECTS

Augmented Library

Sept. 2020 – Present

Swift Backend Developer

Brooklyn, NY

- Developing iOS app where the user scan images with their phone to simulate reading a billboard flyer, presenting corresponding information and an AR experience about the flyer
- Integrating and managing Firebase Cloud Firestore with the app to house data regarding flyer details
- Helping team design path-finding algorithm with A* algorithm as the basis for navigating through the library

11-Puzzle Problem and Hyper Sudoku

Oct. 2020 - Dec. 2020

Developer

- Implemented an A* algorithm to move 11 tiles from the initial state to the goal state in a 3x4 board.
- Used Forward Checking and Backtracking Algorithm to solve the constraint-satisfaction problem of hyper sudoku (classic sudoku with the added constraint where four 3x3 sections are colored and the numbers one to nine appear only once in each row, column, colored section, and non-colored sections)

Candy Carnival

May 2020

Enemy and Features Developer

- Used Unity and C# to create a fully playable game with 7 playable levels and 4 enemies
- Worked on creating enemies and designing and developing their interactions with the player
- Created features such as a free-roam camera and the combat between player and enemies

Polyforms

June 2018

Database Designer

- Used Python, Flask, D3, and Bootstrap to make a form/poll creation and sharing website
- Designed the SQLite database as well as Python functions necessary to access and update the database

TECHNICAL SKILLS

- **Programming Languages:** C++, HTML/CSS, Java, JavaScript, Python, Swift
- **Tools/Framework:** Bootstrap, Express, Git, Node.js, MongoDB, React, SQL (PostgreSQL), Unity