# 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
- Advised class of 30+ students on projects such as suggesting potential projects and what tools they can use

**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 through an AR experience
- Integrating and managing Firebase Cloud Firestore with the app to house data regarding flyer details
- Implemented A* algorithm path-finding algorithm to navigate 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 Cannival** **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, Flask, Django