Alex Lau

EMAIL: alexlauluo@berkeley.edu **PHONE:** 787-669-8710
ADDRESS: 2562 Le Conte Ave Berkeley, CA 94709
GitHub: https://github.com/alexlauluo **Website:** https://alexlauluo.github.io/

EDUCATION

University of California, Berkeley   **Expected Graduation: 5/12/2023**
B.A. Computer Science, B.A. Philosophy **GPA:** 3.71

EXPERIENCE

Amazon   **5/2022 - 8/2022**
Software Development Engineer Intern   *Irvine, CA*
• Created CLI tool for Experience Generator team from ideation and design document to fully functional and production ready tool
• Independently managed new package that used pre-existing Typescript code and npm libraries
• Followed standard software engineering practices with concise code reviews, extensive unit and integration tests, and implementation of efficient design patterns and algorithms

Juni Learning   **6/2020 - 9/2020**
Instructor
• Worked as instructor for children from elementary to high school aged in one-on-one hour-long private sessions, teaching basic programming fundamentals and concepts
• Taught students concepts in data structures and programming paradigms in Python and Java
• Wrote reports after each teaching session, listing what was taught, homework, and progress

RELEVANT COURSEWORK

• *Data Structures* • *UI Design and Development* • *AI* • *Linear Algebra* • *Discrete Math and Probability Theory*

PROGRAMMING LANGUAGES

• *Java*   • *C#*   • JavaScript   • *SQL*   • *Python*   • *HTML*   • *CSS*   • *RISC-V (Assembly)*   • *Typescript*   • *C*

FRAMEWORKS/TECHNOLOGIES/LIBRARIES

• *Git*   • *Jupyter*   • Unity   • *Django*   • *Websocket API*   • *jQuery*   • *npm*   • *Bootstrap*

PROJECTS

Summer Kagu Romance
• Unity 2D video-game with multiple branching animations and accessible game mechanics
• Designed and implemented majority of C# scripts, core gameplay mechanics, and loops
• Itch.io Link: https://daidiimon.itch.io/hungry-hungry-theo
• GitHub Link: https://github.com/alexlauluo/HungryHungryTheo

Summer Kagu Romance
• As team of 3, designed and iterated concept and direction of Unity 2D visual novel
• Wrote 70+ pages jof character dialogue, interactions, and choices for project characters
• Programmed shop and character card system and interface using C# scripts
• Project link: https://njew25.itch.io/furniture-dating

Papyrus
• As team of 5, created story-driven web app designed for language learning and story-telling
• Written using Django and MySQL to store and retrieve user-created stories and styled with Bootstrap
• Project Report: https://bit.ly/3k5raok
• GitHub Link: https://github.com/NicholasJJ/cs160finalfrontend