

Alex Lau

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EDUCATION

University of California, Berkeley

B.A. Computer Science **GPA:** 3.77

Expected Graduation: 5/18/2024

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 original package in Node.js and maintaining npm libraries
- Leveraged TypeScript to develop a mock API that utilized file I/O operations, allowing for comprehensive API call testing without the need for external dependencies or costly resources
- Practiced standard software engineering practices with code reviews, extensive unit and integration tests, in a Scrum/Agile development team environment

Juni Learning

6/2020 - 9/2020

Instructor

- Instructed elementary to high school aged students in one-on-one hour-long private sessions, teaching basic programming fundamentals and data structures in Python and Java
- Reported every session regarding the lesson and progress to parents, managers, and students

RELEVANT COURSEWORK

• *Data Structures* • *UI Development* • *AI* • *Discrete Math/Probability* • *Techniques of Data Science*

PROGRAMMING LANGUAGES

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

FRAMEWORKS/TECHNOLOGIES/LIBRARIES

• *Git/GitHub* • *Ruby on Rails* • *Jupyter* • *Unity* • *Websocket API* • *jQuery* • *npm* • *Bootstrap*
• *Node.js* • *Jest* • *Express.js*

PROJECTS

Hungry Hungry Theo

- Unity 2D project created in collaboration with other artists, programmers, and sound designers
- Lead, designed and implemented majority of C# scripts, core gameplay loops, and mechanics
- 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 with extensive underlying tree structure
- Wrote 70+ pages of 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>