King Lai
Computer Science Student

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Education

Honours Bachelor of Science, Computer Science

University of Toronto Scarborough

Fall 2019 to Summer 2020 Dean's List - 3.78/4.00 CGPA
2019 - present

Experiences

Physics Club Treasurer

AY Jackson Secondary School

09/2018 - 06/2019

- Managed the Physics Club finances including total expenses, revenue, profit, and budget by communicating with club memebers about needs and wants.
- Determined how to effectively spend club budget for large scale events given a constraint on time and budget.

Table Tennis Team Captain

AY Jackson Secondary School

04/2017 - 05/2018

- Brought team performance to gold standards by coaching team members and bringing a positive atmosphere.
- Communicated with the coach about team strategies, tactics, and performance.
- Encouraged and lead the team to persevere through challenging and critical matches.

Volunteer at Recreation Center

Vantage Recreation Center

07/2018 - 08/2018

- Managed a private condominium recreation center by signing residents into a logbook, guiding residents around the facility, cleaning exercise equipment, and booking desired activities for residents.
- Maintained the swimming pool by checking the clarity of water and monitoring the acidity of water at regularly timed intervals.

Awards and Achievements

Toronto Team Table Tennis City Champion
2017, 2018, 2019

Junior and Senior Jazz Ensemble *(Soloist)*
09/2017 - 05/2019

Royal Conservatory of Music Gr.8 Piano Certification
First Class Honours with Distinction
2015

Tools & Technologies

Java   Python   Shell

C   MonogoDB   Neo4j DB

Javascript   HTML & CSS

Adobe Photoshop

Projects

Puzzle - Minecraft Server Manager

05/2020 - 10/2020

- A server manager for the game, Minecraft. Its purpose is to start, stop, backup, restore and maintain the server.
- It performs the backups by copying and pushing the Minecraft world files into a Subversion repository hosted on a Raspberry Pi 4.
- It will only store a determined number of backups on the repository, deleting the oldest backup to make space for the new one, which saves over 10TB of storage each month.
- Written in Bash on the Linux Terminal using Vim, featuring a user-friendly menu for easy server management.

Minesweeper Game and Engine

10/2020 - present

- Developed an engine to solve the classic game, Minewsweeper, by recognizing patterns and marking guaranteed mine locations.
- Created test cases and a board rollback GUI to trace code, view algorithm inaccuracies, and debug the project.
- Written in Python and utilizes the Pygame library.
- Designed and created the graphics using Adobe Photoshop.

Fortnite Analytics (fortniteanalytics.web.app)

12/2020

- Created a web app to display Fortnite statistics of a given player with React and hosted it using Google Firebase.
- Coded a simple Springboot Microservice in Java to implement RESTful API endpoints which send Fortnite player data in a JSON body and deployed it with Heroku.
- Designed a clean and user-friendly layout to easily search and view player information.