King Lai
Computer Science Student

✉ king.lai@mail.utoronto.ca
🖥 kingylai.com
📍 Toronto, Ontario
📱 647 247 3898
in linkedin.com/in/kinglai23/
github.com/KingLai23

Education

Honours Bachelor of Science, Computer Science

University of Toronto Scarborough

Fall 2019 to Summer 2020 Dean's List
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.
- Written in Bash on the Linux Terminal using Vim, featuring a user-friendly CLI menu for easy server management.
- Includes a web version for remote server control. Made using React, it implements RESTful API endpints with Spring Boot in Java, and is hosted with Heroku and Google Firebase.

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 Spring Boot 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.