King Lai

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Education

University of Toronto - Scarborough   2019 – 2024
Honours Bachelor of Science, Computer Science, Co-op *(Dean's List – 3.80/4.00 CGPA)*

Tools/Technologies

Languages: Java, Python, C, Shell, Bash, JavaScript, Ruby, SQL, HTML, CSS
Other: React, Cypress, Neo4j, MongoDB, Git, SVN, Jira, Agile Methodology, Linux, Adobe Photoshop

Experience

Software Developer Co-op – Ceridian   05/2022– 12/2022
- Wrote frontend web software using React in Typescript and developed backend software in C# working with RESTful API. Developed new user features according to user stories and the provided web designs.
- Triaged test automation failures by investigating root cause of failures and ensuring a solution is made to prevent future test runs from having obscured test results which don't reflect the software.
- Contributed to confluence documentation regarding how to prevent flakiness when running Cypress tests and the appropriate guidelines and techniques to writing stable Cypress integration tests.
- Wrote unit, end-to-end, and integration tests with C#, Specflow in Gherkins, and Cypress in Typescript.
- Worked under an Agile Environment using Microsoft Azure DevOps and attended daily scrums and sprint retrospectives to acknowledge what the team did well and what can be improved.

Software QA / Software Developer Co-op – Rakuten Kobo Inc.   05/2021– 12/2021
- Thoroughly tested and debugged .NET software using Jenkins to practice continuous integration and attended daily release meetings to push code into the main / production code base.
- Developed software in C# and SCSS to address user reported bugs and wrote SQL scripts to apply configuration changes to the production website.
- Debugged and resolved intermittent UI test failures written with Ruby using Allure Report.
- Worked in an Agile Environment using JIRA and attended daily stand-ups to discuss work progress, as well as a retrospective meeting and worked as a team to come up with solutions to our concerns.

Personal Projects

Puzzle – Minecraft Server Administrator   2020 – 2021
- Developed software to run a Minecraft server which can start, stop, restore, backup, and manage multiple Minecraft worlds through a command line and web application user interface.
- Automatically executes daily backups, as well as long term backups once a week, where the world files are stored locally and on a remote SVN repository.
- The command line version was written in Bash for the Linux terminal and the web option was written with React, where the backend implements the RESTful API using Spring Boot in Java.
- The RESTful API runs the server scripts remotely and is deployed using Heroku, and the web application is hosted using Google Firebase.

Academic Projects

SportCred Web Application   09/2020 – 12/2020
- Developed a web application with a team following the Agile Methodology to track the analytical skills of various users in basketball through online quizzes, debates, game predications, and a public discussion forum.
- Designed with an MVC software design pattern, it uses React on the frontend and a Neo4j DB backend.
- Implemented various database queries on the backend and developed sections of the website with React, making HTTP requests to RESTful API endpoints using Axios.