King Lai

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Education

University of Toronto Scarborough   2019 – present
Honours Bachelor of Science, Computer Science, Co-op
Fall 2019 to Summer 2022 Dean's List – 3.79/4.00 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

Personal Projects

Puzzle – Minecraft Server Administrator   05/2020 – present
- Developed software to run a Minecraft server which can start, stop, restore, backup, and manage multiple worlds.
- 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 software includes a command line version written in Bash for the Linux terminal, and a web option 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 app 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 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 Neo4j DB on the backend.
- Implemented various database queries on the backend and created sections of the website with React, making HTTP requests to RESTful API endpoints using Axios.

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.
- Investigated and triaged test automation failures by investigating root cause of failures and ensure a solution is made to prevent future test runs from having obscured test results which don't reflect the software.
- Contributed to confluence documentation on how to prevent flakiness when running Cypress tests, and the appropriate guidelines and techniques to writing stable Cypress integration tests.
- Wrote testing for software using Unit Testing in C#, Specflow in Gherkins, and Cypress in Typescript.
- Worked under an Agile Environment using Microsoft Azure DevOps and attended daily scrums to discuss everyone's work progress. Attended retrospectives at the end of every sprint to discuss and improve the team's progression in code development and testing.

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 to build code changes linked through GitHub and attended daily release meetings to push code into the main code base.
- Developed software in C# and SCSS to address user reported bugs and wrote SQL scripts to apply configuration changes to the main website.
- Debugged and resolved intermittent UI test failures written with Ruby using Allure Report.