## **DANIEL LAM**

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## [**LinkedIn**](https://www.linkedin.com/in/lamdaniel1/) **|** [**GitLab**](https://gitlab.com/LamDaniel/)|[**GitHub**](https://github.com/LamDaniel1)

**SUMMARY OF SKILLS AND QUALIFICATIONS**

**Operating Systems │** Windows • Linux (Ubuntu, Debian) • MacOS • iOS • Android

**Programming Languages** |Java • JavaScript • C • C++ • C# • Python • HTML • CSS • SQL • Bash • Dart • Kotlin •

**Frameworks & Platforms** | React • Express.js • Flutter • JavaFX • Django • .NET • Node.js • Heroku • Oracle • MySQL • PostgreSQL • MongoDB • Azure • Docker • Firebase • AWS • VMWare • GameMaker Studio • Salesforce • OpenGL

**Development Tools** |Git • Vim • Visual Studio • Visual Studio Code • Eclipse • NetBeans • MobaXTerm • FileZilla

• WSL • HomeBrew • Postman • Anaconda • zsh

**Design & IRCs** | Agile • Design Patterns (MVC, Factory, etc) • Notion • Trello • Slack • JIRA • Microsoft Teams

**Other│** Microsoft Office 365 (Word, PowerPoint, Excel) • Raspberry PI • Valid Driving Permit

**Languages │** French (Spoken & Written) • English (Spoken & Written) • Cantonese (Spoken)

**EDUCATION**

**Bachelor of Engineering – Software Engineering Co-op** **2022- 2027 (Expected)**

*Concordia University, Montreal, QC*

* Relevant Courses: Object-Oriented Programming II, Web Programming

**DEC in Computer Science Technology** **2019 - 2022**

*Dawson College, Westmount, QC*

* R Score: 32.7

**WORK EXPERIENCE**

**CRM Front End Web Developer Assistant September 2023 – December 2023**

*Ubisoft Entertainment SA, Montreal, QC*

* Proficiently coded and integrated HTML templates for email development, encompassing dynamic email campaigns including batch, lifecycle, and real-time messages, while also addressing related requests.
* Successfully implemented language localizations and content modifications within email assets.
* Collaborated effectively with cross-functional teams, engaging with Marketing, Design, IT, and external agencies to ensure seamless communication and project integration.

**Software Developer Intern April 2022 – June 2022**

*Categen Inc., Montreal, QC*

* Developed the frontend interface for a mobile POS app, faithfully replicating Figma designs from the UI/UX team.
* Expanded functionality in the Food Delivery System by introducing new screens through the proficient use of Flutter widgets, including ExpansionPanelList and ListView.
* Collaborated seamlessly within a dynamic team of six developers, quickly assimilating new technologies like Flutter and Dart in a remarkably short timeframe.

**PROJECTS**

**Tennis Final Project** | [GitHub](https://github.com/JayC-SF/comp371-project/?tab=readme-ov-file#comp-371---tennis-final-project) **2023**

* A two-person tennis game simulating a virtual tennis match with gameplay inspired from Pong. Easy-to-use controls along with realistic audio and custom 3D models for users searching for a casual and engaging game.
* Configured the game's sound effects and background music using a custom SoundEngine class, involving the download of high-quality .wav files, configuration of the irrKlang library, and precise playback at appropriate moments while successfully debugging any related compatibility issues with the dependencies.
* Authored comprehensive documentation for setting up the project on Visual Studio, facilitating ease of use for fellow developers.

*Technologies used: C++, OpenGL, irrKlang, Assimp, Visual Studio*

**DMDB (Dawson Movie Database)** | [GitHub](https://github.com/LamDaniel1/rengoku-dmdb) **2022**

* A website inspired by IMDB boasting a Movie Database with over 7,500 films, featuring an intuitive and streamlined interface tailored for users seeking movie recommendations.
* Served as the Scrum Master in a collaborative four-member development team, overseeing project coordination and contributing to the design of the project's architecture diagram.
* Contributed to the scraping and validation of a movie dataset from Kaggle using customized importer class in Java which is then stored into a MongoDB database which is further validated through unit tests using Jest.
* Engineered routes and endpoints in Express.js to handle API calls redirected from the Node.js server, ensuring seamless communication within the application.
* Implemented Azure Blob Storage to store movie posters fetched from a third-party API, optimizing performance by selectively fetching posters only for movies that has not been accessed yet, resulting in a remarkable 90% improvement in website responsiveness.

*Technologies used: Java, JavaScript, React, Express.js, MongoDB, Node.js, Mantine, Jest*

**C# Flocking Bird Project** | [GitHub](https://github.com/JayC-SF/Flock/) **2021**

* A short demonstration illustrating the dynamic interaction between a flock of evasive sparrows and a predatory raven, simulating realistic flocking behavior through the implementation of the Boids algorithm.
* Developed the class logic for the Raven and Flock models using C#, enabling authentic behavioral patterns as the flock strategically evades the pursuing raven.
* Configured and initialized the MonoGame framework, a versatile cross-platform gaming engine, to provide essential graphics API, input management, window handling, and sound system functionalities necessary for rendering the simulation.
* Contributed to the setup of the Vector class, facilitating the calculation of essential vector physics for simulating the movement dynamics of each sparrow, raven, and the flock.
* Implemented the MSTest framework within Visual Studio Code to create meaningful unit tests, ensuring the accuracy of vector operations applied to the sparrow, raven, and flock classes.

*Technologies used: C#, MonoGame, MSTest, Visual Studio Code*

**MyEstate** | [GitLab](https://gitlab.com/LamDaniel/myestateproject) **2021**

* An intuitive real estate application, named MyEstate, featuring a user-friendly interface tailored for property managers to efficiently oversee and administer their properties, tenants, mortgages, contractors, and renovation projects.
* Designed and implemented the frontend interface using JavaFX Scene Builder, drawing inspiration from sleek UI/UX designs to deliver a straightforward yet impactful user experience.
* Utilized the model-view-controller (MVC) architectural design pattern to systematically organize and modularize the application's logic, ensuring seamless transitions and data transfer between scenes.
* Established a MySQL database via JDBC connection to securely store information on newly acquired properties and tenants, enabling the seamless display of this data across various sections of the project.
* Implemented a series of JUnit test classes to validate the integrity of model data retrieved from the MySQL database, ensuring the robustness of the application's functionality.

*Technologies used: Java, JavaFX, JUnit, MySQL, Apache NetBeans*

**RateMyDocumentaries** | [GitLab](https://gitlab.com/LamDaniel/dw-42021-prj-grp3-lam) **2021**

* A fully-fledged website using the full stack Django web framework encompassing a user forum requiring account registration and login for interaction with a catalog of documentaries submitted by fellow users.
* Designed frontend layout using various tabs for navigation for a simple and clean interface for users.
* Configured URL routing and paths to facilitate seamless navigation across various views within the website along with establishing REST API fetch requests to update Movie and Comment models, dynamically updating the displayed content on the website.
* Implemented user permissions for logged in users to submit, edit, delete, and comment on documentaries.

*Technologies used: Python, Django, SQLite*