NICHOLAS LAI

n.lai@hotmail.co.uk | 07545222022 | www.linkedin.com/in/nicholas-gy-lai/
2 Elis Way, London, Greater London, E20 1AH

PROFILE

A second-year undergraduate student with a specific interest in Front-end Software Development. Developed using industry standard libraries such as Bootstrap and React.

KEY SKILLS/QUALIFICATIONS

- **Core**: Python, Java, C#, SQL (MySQL), HTML, CSS, GIT
- Command line (Linux)
- IDE: Visual Studio Code
- Accenture: Developer and Technology Virtual Experience program
- Intermediate proficiency in Microsoft Excel (VLOOKUP, NESTED IF, AGGREGATE)

EDUCATION

2021 - 2024 **QUEEN MARY UNIVERISTY OF LONDON – BSc (Hons)**
Computer Science – (1st) expected
Relevant Modules:
- Algorithms and data structure
- Object Oriented Programming
- Software Engineering
- Database Systems

2019 – 2021 **CIRENCESTER COLLEGE - (A Levels)**
Mathematics, Physics, Computer Science – A*BB

EXPERIENCE

JAN 2020 **Ferrari – Work Experience**
- Examined real-time engine data using Excel and performed diagnostic analysis to calculate optimal efficiency
- Developed systematic production methods which were presented to the manufacturing team

2018 - PRESENT **Kenzo72 – Bar Supervisor**
- Organised marketing research groups to increase sales
- Used Excel data analysis methods to lower stock costs

MAY 2018 **ThermoFisher Scientific – Work Experience**
- Created Workflow Diagrams such as PERT/FLOW charts to evaluate experimental drugs and improve work efficiency
- Conducted Hypothesis-testing to analysis the effectiveness of a developing drug

PROJECTS

JAN - MAR (2022) **Offline Chatbot – Individual (University project Achieved grade: 81%)**
Created a rudimentary bot in Java to interact with online customers based on client briefs
- Built recursion classes to reduce time complexity improving customer satisfaction
- Applied bayes theorem to previous customer responses to train bot classification
- Practised agile methodology by interviewing clients throughout development

JAN - MAY (2021) **Projectile Motion Simulator – Individual (Personal project)**
Developed a visual simulation tool in Python to help students learn about projectile motion. Approved and used in lessons by Cirencester College teachers.
- Gathered requirements from students/teachers to create project timeline and brief.
- Constructed class diagrams to model object relationships in the system
- Developed using ADT's and Python's math module to improve OOP Abstraction
- Utilised black box testing to detect software errors and enhance user satisfaction