William Pai

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EDUCATION

McMaster University

Hamilton, ON

Bachelor of Engineering, Software Engineering Co-op

Sep. 2020 - Apr. 2026

Relevant Coursework:

Object-Oriented Programming (Java), Data Structures and Algorithms, Databases (SQL), Software Development (C), Concurrent Programming (Java, Go, Python), Software Design, Testing & Requirements (Java)

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, Dart, Python, C, C#, Go, Bash, SQL, Swift, HTML, CSS

Frameworks: React, Tailwind CSS, Next.js, Astro, Angular, Flutter, React Native, .NET, SwiftUI, Express.js, Flask

Tools: Git, Tailwind CSS, AWS, Google Cloud Platform, MongoDB, Docker, Cypress.io, Figma, Adobe XD

PROFESSIONAL EXPERIENCE

SOTI Inc.

Sep. 2023 – Aug. 2024

Software Developer Co-op

Mississauga, ON

- Developed with **Angular**, **Bootstrap**, and **.NET C#** in **full stack development** to drive advancements in XSight, allowing customers to manage diagnostic data of thousands of **iOS**, **Android**, and other **mobile devices**
- Implemented an internal survey application using Entity Framework Core with SQL databases and JWT authentication, allowing employees to submit anonymous, secure data within the organization
- Proactively resolved **Jira** tickets while integrating **Jenkins** automation and implementing **Jasmine/Karma unit tests** to improve product stability, functionality, and code quality
- Spearheaded several major **Angular** version upgrades, refactoring code to address **package dependencies** and redeveloped the company's **UI component library**, ensuring consistency and **long-term support**
- Contributed to **backend API** development in **ASP.NET EF Core** by designing and implementing new features, fixing bugs in **API routes**, and creating thorough **documentation** for changes

BuildCores

Apr. 2024 – June 2024

Software Developer (Contract)

Remote, USA

- Developed features for **BuildCores** Z, a modern PC part list builder with 3D build visualization, utilizing **React**, **Remix**, and **Sass** to deliver an intuitive and functional **user experience**
- Conducted a comprehensive UI/UX analysis of the BuildCores platform, identifying usability issues and proposing actionable design improvements to enhance user workflows and interface accessibility

InsideDesk Inc.

May 2022 – Sep. 2022

 $Software\ Engineer\ Co-op$

Toronto, ON

- Developed additional features using Angular, SQL, AWS S3, Python, Flask, and REST APIs, maintaining 25 JavaScript and Python web scrapers to improve the management of 4+ million annual dental insurance claims
- Designed and implemented a Google Chrome extension using React.js, Material UI library, TypeScript and Auth0, syncing with existing software architecture to aid in easy access to client's insurance logins
- Improved E2E tests using Cypress.io, GitHub Actions, and CI/CD pipelines to ensure minimal errors
- Implemented upgrades to an **internal administrative web application** using **React Redux** to monitor system performance and test data processing pipelines, enhancing operational efficiency for multiple web scraping systems

WaveDirect Telecommunications

May 2021 – Aug. 2021

Software Developer Co-op

Leamington, ON

- Automated the processing of 10,000+ daily financial data entries into **Linux systems** by developing a **Python desktop application** with a **PyQt** GUI, replacing manual labor for improved efficiency while reducing errors
- Streamlined the handling of 2,000+ annual DMCA infringement notices by creating a **Python script** integrated with **AWS Lambda**, **bash scripting**, **Gmail API**, and **Flask** to parse emails, cross-reference IPs in a **MySQL database**, and notify customers, reducing manual effort and ensuring compliance
- Developed a Slack bot using Python to integrate a project management tool, Linear.app, with Slack, leveraging GraphQL to fetch from Linear.app API, automating real-time issue tracking and workflow management through interactive message-driven actions, enhancing efficiency and collaboration within the software development team

McMaster Software Engineering Society

Development Team Manager

May 2024 - Present Hamilton, ON

- Led the development of a high-performance, mobile responsive website for a student union of 1,000+ software engineering students using Astro, MDX, Tailwind CSS, TypeScript, Apache HTTP
- Leveraged Astro Content Collections for optimized performance rendering to host and manage a database of blog posts and student resources for easy access, delivering a resource-rich, user-friendly website

FRC Team 7902 Markham FireBirds

September 2023 – Present

FIRST Robotics Programming & Systems Mentor

Markham, ON

- Mentored students on the principles of software-hardware coding and communication protocols, teaching how software interfaces with hardware components, fostering a comprehensive understanding of system architecture
- Developed custom Java software libraries and classes to abstract hardware components (e.g., motors, sensors, controllers) into clean and reusable objects, enhancing code readability and reducing complexity
- Developed and fine-tuned motion control algorithms using feedback-based techniques such as PID tuning and predictive feed forward control, enabling smooth and accurate motion under varying conditions
- Utilized robust debugging tools and telemetry systems to monitor live robot performance, analyze sensor data, and identify issues efficiently during runtime

McMaster Engineering Society

May 2023 – Present

Hamilton, ON

Infrastructure Technology Team

May 2024 - Present

Senior Manager • Oversee full-stack projects, including a room booking platform, clubs management portal, and MES' website using

Next.js, TypeScript, Tailwind CSS, and MongoDB, hosting resources for 6,500+ engineering students

- Led a team of 25+ developers as a scrum leader, facilitating weekly stand ups, providing individual mentorship, and delivering constructive feedback to drive efficient development and maintain seamless team communication
- Crafted custom Figma UI/UX designs, working with designers to ensure cohesive and user-friendly interfaces

Manager

May 2023 - Apr. 2024

- Managed a development team to redesign and rebuild the MES' official website, migrating from Wix to Next.js
- Led efforts to improve **performance**, reorganize the website layout, and transform it into a fully **responsive** interface, ensuring seamless accessibility for users across desktop and mobile devices

McMaster EcoCAR

Sep. 2021 – Apr. 2023

HMI/UX Team

Hamilton, ON

Lead

May 2022 - Apr. 2023

- Managed the team by conducting workshops to enhance team skills, overseeing the **design** and **development** process, and ensuring high-quality deliverables that aligned with industry standards for usability and responsiveness
- Led the team in proposing a new infotainment design for passenger vehicles, developing end-to-end Figma prototypes and implementing the design into a functional mobile application using Flutter

Developer

Sep. 2021 - Apr. 2022

- Designed iterative Figma prototypes and implemented a Flutter-based mobile application for a tablet infotainment display, enhancing user experience and winning 2nd out of 13 teams in the EcoCAR EV Challenge
- Developed an interactive tutorial application to guide drivers on adaptive cruise control and lane-keep assist features, integrating the application with the vehicle's software real-time feature synchronization

Projects

- Developed a **React Native mobile app** to enable taxi ride-sharing with carpool matchmaking by dynamically tracking user locations and optimizing routes using Google Maps API, enhancing efficiency and user experience
- Designed a secure and scalable API backend with Node.js and Express.js, leveraging Firebase for encrypted data storage and seamless device synchronization
- Composed Software Requirements Specification documents with sequence/class diagrams and business events, effectively illustrating system interactions and the use of the MVVM architecture in software design