Steven Lai [in] [github]
Senior Software Developer
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Profile Summary

- Skilled full-stack software engineer with 4 years of experience, proficient in object-oriented programming, as well as data structures and algorithms.
- Proficient in C#, Kotlin, and JavaScript, with expertise in UI design, server-side coding, API development, and SQL & NoSQL database manipulation.
- Quick learner with a passion for problem-solving, providing innovative & creative solutions to complex challenges.
- Collaborative team player, able to influence and align multiple teams with differing priorities to drive progress within tight deadlines.

Professional Experience

I-Charge Solutions International LTD Senior Software Developer   Jun. 2024 - present
- Designed and developed features for a scalable charging management system using **Vue.js** and **Vuetify**, enabling management of charging stations across Hong Kong, Australia, and Canada.
- Deployed a native charger monitoring application in **Java** that reduced charger downtime by 80%, mitigating abnormal behaviors effectively.
- Engineered an alert system using **Node.js**, **PM2**, and **Java** to monitor company services, delivering immediate alerts for any abnormal behavior or service failures.
- Lead a development team of three, providing code reviews and mentorship to junior developers to enhance team performance and code quality.

Success Base Engineering LTD Software Developer   Jun. 2020 - Jul. 2022
- Developed clean and scalable interior design applications across multiple platforms using **C#** and **JavaScript**, contributing to the software development life cycle at an interior design company.
- Collaborated with diverse teams to gather technical requirements and design solutions, serving as the key contact, and managing communication to ensure successful integration.
- Successfully delivered a high-definition cloud rendering feature with **WeRender** using **Unity**, C#, and a **Node.js** server with a **RESTful API** that can handle up to 100 parallel HD rendering.
- Created an onsite immersive installation with sensory devices and projection mapping software using Node.js and **WebSocket**
- Engineered **.NET** asset management tools to improve 3D modeling team productivity by 50%.

3 Eyes Limited Software Engineer   Mar. 2019 - Jun. 2020
- Designed and developed applications for clients of a Digital Agency using C#, Unity, JavaScript, **React.js**, Node.js, **Arduino**, and **Kinect**.
- Evaluated technical requirements, researched adequate technologies, and analyzed benefits and drawbacks for scalability and sustainability to avoid future technical debt.
- Delivered notable projects including a multiplayer kinetic game for HK-electrics smart power gallery using Kinect, Unity, and C#, and a drawing animation software for primary school
- Migrated existing solutions, and restructured entire products for increased stability, reliability, scalability, and maintainability, resulting in a 70% increase in reusability of existing solutions.

Skills

Front-end: HTML, CSS, JavaScript, React.js, Tailwind CSS
Back-end: Node.js, Express.js, C# .NET Framework
Cross-platform: Java, Kotlin, React Native, Android Studio, XML
Database: MySql, MongoDB
Cloud: Azure, AWS
Devs Tools**:** Git, Docker, Postman

Education

Centennial College
Graduate Certificate in Mobile Application Development Toronto, ON, 2022-2023
GPA: 4.3 / 4.5

City University of Hong Kong
BA in Art and Science in New Media
Hong Kong, 2016-2018

Certificates

- **Microsoft Certified**: Azure Fundamentals