Python Developer Python Developer Python Developer Fresh Meadows, NY Authorized to work in the US for any employer Work Experience Python Developer US Army Corps June 2014 to August 2015 Developed script in Python for 3D mapping using raspberry pi and quad-copter Developed system for processing data in parallel with data collection Redesigned tracking systems to work with tabular data Developed tools in Python for vehicle tracking and post-data-collection processing o Used to track military vehicles and model human-driven mobility o Data parsing, statistical analysis Windaid Volunteer WindAid - Trujillo, La Libertad May 2013 to June 2013 Spent a month in Peru building Guinness World Record highest wind turbine Welded and worked with carbon fiber, epoxy resin, and fiberglass Undergraduate Research Assistant Algae-Biofuel Research August 2012 to May 2013 Tested water quality [Ammonia, Nitrogen, Chemical Oxygen Demand, and pH] Designed growth chambers for wastewater-fed algae Monitored conditions for Hydrothermal Liquefaction [HTL] process Education BS in Biological Engineering University of Illinois - Urbana-Champaign, IL May 2015 Skills Python (2 years), HTML 5 (1 year), JavaScript (3 years), CSS3 (1 year), MySQL (1 year), Django (1 year), Java (1 year), nodeJS (1 year), ArcGIS (2 years) Links http://www.brianhlai.com http://www.github.com/brian-lai Awards Microsoft Award - Major League Hacking's HackThePlanet 2015-08 - Won best use of Microsoft product during HackThePlanet. - Built productivity chrome extension using Microsoft Azure Machine Learning platform. - Learns over time which websites a user wastes time on and suggests educational pages to redirect to. Most Innovative Award - Major League Hacking's HackHolyoke 2015-04 - Won the Most Innovative Award at HackHolyoke. - Built JARVIS from Iron Man a central hub for the smart home to connect every smart home device and control it with voice recognition. - JARVIS was built in Java using Carnegie Mellon s language models for voice recognition. NASA-JPL Team Space Design Competition Finalist - NASA 2015-04 - Made Top 6 in designing an algorithm for landing a rover on Mars. - Analyzed bitmap and DEM[elevation map] of Mars surface and determined safe land-zones according to NASA guidelines. Additional Information Languages: English - Native Cantonese - Native (written, spoken) Mandarin - Fluent (written, spoken) Spanish - Conversational

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