

WAISZE LAM

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🏠 waiszelam.com

EDUCATION

Bachelor of Applied Science, Computer Engineering, University of Toronto (Sept. 2009 – Apr. 2014)

- Languages: HTML, CSS, JavaScript, Python, C, C++, C#.
- Technologies: Sublime Text, jQuery, Xcode, Unity3D, Adobe Photoshop, Adobe Illustrator.
- Relevant Courses: Databases, Computer Security, Intelligent Image Processing, Computer Graphics

ENGINEERING PROJECTS

Final Year Design Project: Evento, University of Toronto (Sept. 2013 – Apr. 2014)

- Applied knowledge of web development to create an events aggregate web application.
- Developed familiarity with full stack development by working with various back-end and front-end frameworks.
- Each layer implemented with technologies such as Node.js, MongoDB, AngularJS and Amazon Web Services.

Intelligent Image Processing, University of Toronto (Sept. 2013 – Apr. 2014)

- Worked on interactions for wearable computing devices using concepts of augmented reality.
- Created a soundboard using Unity3D and C# that recognizes hand gestures and interactions with virtual objects.

Programming Languages Course, University of Toronto (Sept. 2011 – Dec. 2011)

- Developed a search engine utilizing the Google PageRank algorithm, written in Python, using Bottle and SQLite.

WORK EXPERIENCE

UI Web Developer, IBM (Apr. 2012 – May 2014)

- Handled front-end web development of responsive UIs for e-commerce store models using HTML/CSS.
- Reskinned store models as mockup stores for clients such as Ikea and Uniqlo.
- Optimized UI of existing webpages for BiDirectional (BiDi) support.

Vice Chair of Communications, Ontario Engineering Competitions 2012 (OEC2012) (Mar. 2011 – Mar. 2012)

- Created the competitions website from scratch using HTML/CSS with Python-based website templating.
- Handled outgoing communications to universities and sponsors.

Engineering Frosh Handbook Co-editor & Graphics Designer, University of Toronto (Apr. 2010 – Aug. 2010)

- Created vector graphics used in the handbook using Adobe Illustrator.
- Managed deadlines and edited content for the handbook team.

ACTIVITIES & INTERESTS

NASA SpaceApps Hackathon, Group project, (Apr. 2014)

- Implemented a virtual reality satellite tracker using Unity3D, Blender and the Oculus Rift.

WaiszeLam.com, Self-project, (Mar. 2014)

- Implemented a personal website with best practices and custom functionalities using HTML, CSS and jQuery.

Epic Mining iOS Mobile Game, Self-project, (Sept. 2012 – Present)

- Working with Cocos2D and Box2D engines with Xcode to deliver a fast-paced 2D platformer game on OSX.