

# WAISZE LAM

25 Adrian Crescent - Markham ON L3P6Z8

Telephone: 647-894-7558      E-mail: waisze.lam@mail.utoronto.ca

## EDUCATION

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**Bachelor of Applied Science, Computer Engineering**, University of Toronto (Sept 2009 – Present)

- Languages: C, C++, Python, HTML, CSS, JavaScript, SQL
- Relevant Courses: Databases, Computer Security, Intelligent Image Processing, Computer Graphics

## ENGINEERING PROJECTS

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**Final Design Project: Evento**, University of Toronto (Sept 2013 – Present)

- 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.

**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.

**Communications & Design**, University of Toronto (Jan 2011 – April 2011)

- Applied knowledge of C to program a storage server.
- Used Subversion to keep track of work in a team coding environment
- Implemented search, client/server communication protocols & on-disk storage.

## WORK EXPERIENCE

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**UI Web Developer**

IBM (April 2012 – present)

- Implemented new store models and introduced RWD from design mockups using HTML, CSS and JavaScript.
- Reskinned store models as mockup stores for clients such as Ikea and Uniqlo.
- Optimized UI of existing webpages for BiDi support.

**Vice Chair of Communications for the Ontario Engineering Competitions 2012 (OEC2012)**, University of Toronto (March 2011 – March 2012)

- As the designated Webmaster, utilized HTML and CSS to create *OEC2012.ca*.
- Utilized knowledge of Python to implement website templating.

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

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

## ACTIVITIES & INTERESTS

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

- Working with the Cocos2D framework and Box2D physics engine to deliver a fast platforming game on iOS.

Hobbies include tennis, piano, web design and graphics design.