Aaron Lam

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I am looking to apply for a *internship*, *or job position* in the field of Computer Science.

Education

UC Irvine (Donald Bren School of Computer Science) ***Fall 2018 - Present***
3.7 GPA, Dean's Honor List (9 quarters)

Leadership/School Activities/Community Service

External Vice President | *UCI Information and Computer Science Student Council* ***June 2021 – Present***
Leads a consortium of other Computer Science clubs to help schedule and cooperate on events. Help to manage the board and plan events.

Corporate Outreach Chair | *UCI Information and Computer Science Student Council* ***June 2020 – June 2021***
Lead the Corporate Outreach committee. We outreach to companies for partnerships with our club. Try to get them to come to our events and/or sponsor events we hold. Additionally, would write up and promote sponsorship packets to promote events and possibly have companies help fund these events.

Events Committee Member | *UCI Information and Computer Science Student Council* ***October 2018 – June 2020***
Help plan and set up events for Computer Science students. Would help coordinate activities and communicate with others to make events fun and successful. Additionally, would have to do some technical writing like creating a participant guide for students.

Learning Assistant (Boolean Algebra/Discrete Math) | *UCI* ***March 2020 – June 2020, January 2021 – March 2021***
Assists students with material about Boolean Algebra and Discrete Mathematics. Would answer questions in lectures and discussions and held office hours. Additionally, would review exams and caption videos for students to watch.

ICS Tutor (Systems Design/ICS 53) | *UCI* ***January 2021 – June 2021***
Assists students with material and assignments for both the System Design and Introduction to Programming classes. System Design focuses on computer architecture topics such as processes, dynamic memory allocator, and threading in C. Introduction to Programming class focused on basic programming principles and Python.

Experience

ACE Programmer | *UCI Middle Earth* ***August 2020 – June 2021***
Help plan, create, and set up events that promote academic growth and personal wellness to residents of the UCI Middle Earth dorms. Communicated with other organizations like the Career Center to cooperate with for events like resume workshops. Hosted other events like game nights and discussions about topics like love. Promoted these events via social media and emails. Created flyers to promote events and to give advice to residents.

Projects

Igloo Club: A multiplayer online video game based on Club Penguin made using Construct 2. I gave a presentation to community members about creating this project.

UNO: With 3 other people, we made UNO in Java. Implemented a simple AI for the user to play against and a GUI for the user to interact with to make playing easier.

Vagr: Command line tool to manage windowless Ubuntu virtual machines using VirtualBox. Implementations in Batch and Python. Python version uses JSON file to manage machine information and set up shared folders.

VR Aliens: Created a VR game located in a open-world city setting where the user is able to shoot aliens to get points. Added elements like 3D sound and particle effects to add more detail. Used the VR simulator in Unity to test VR controls.

Skills

Programming Languages: Python, C, C++, C#, HTML, CSS, JavaScript/JSX, Java, Unix/Bash

Frameworks: NumPy, Flask, React, NodeJS, MongoDB, SocketIO, Heroku, OpenCV, Heroku, PyGame

Software: Jupyter, Git, Unity, Vim, VirtualBox, VMWare, PuTTy, Figma

Miscellaneous: Word, Excel, PowerPoint, GIMP, Canva, Photoshop

Topics/Coursework: Computational Photography, Computer Vision, Virtual Reality, Digital Image Processing, Human Computer Interaction, Machine Learning, Artificial Intelligence, Computer Networks