

# Aaron T. Lam

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## Objective

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I would like to apply for a internship, or job position in the field of Computer Science.

## Education

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**UC Irvine (Donald Bren School of Computer Science)**

**Fall 2018 - Present**

3.7 GPA, Dean's Honor List (8 quarters)

## Leadership/School Activities/Community Service

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**UCI Information & Computer Science Student Council (External Vice President)**

**June 2021 - Present**

Lead a consortium of other Computer Science clubs to help schedule and cooperate on events. Help to manage the board and plan events.

**UCI Information & Computer Science Student Council (Corporate Chair)**

**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.

**UCI Information & Computer Science Student Council (Events Committee)**

**October 2018 - June 2020**

Fundraising, event set-ups, activities coordination, wrote participant guide for students

**UCI Learning Assistant (Boolean Algebra)**

**March 2020 - June 2020**

Assisting students with material about Boolean Algebra. Assisted in lectures and discussions and held office hours.

**UCI Learning Assistant (Discrete Math)**

**January 2021 - March 2021**

Assisting students with material about Discrete Math. Assisted in lectures, held office hours, reviewed exams, and captioned videos.

**ICS Tutor (Systems Design/ICS 53)**

**January 2021 - March 2021**

Assisting students with material and assignments in the System Design class. Class is focused on computer architecture topics such as processes, dynamic memory allocator, and threading.

**ICS Tutor (Intro to Programming/ICS 31)**

**March 2021 - June 2021**

Assisting students with material and labs in the Introduction to Programming class. Class focused on basic programming principles. Mainly taught in Python.

## Experience

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**UCI Middle Earth ACE Programmer**

**September 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.

## Projects

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

**UNO:** Collaborated with a 3-member team to create UNO in Java. We included simple AI for the user to play against and a GUI for the user to interact with.

**Vagr:** Command line tool to manage windowless Ubuntu virtual machines using VirtualBox. Uses Python to manage everything and JSON file to manage machine information, set up shared folder(s), and manage NAT ports.

**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

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**Programming Languages:** Python, C, C++, C#, HTML, JavaScript, JSX, Java

**Frameworks:** Flask, React, NodeJS, MongoDB, SQL, SocketIO, Heroku

**Software:** Jupyter, Unity, VirtualBox, VMWare, PuTTY, WinSCP

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

## Coursework

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Computational Photography and Computer Vision

Project in Computer Vision

Introduction to Virtual Reality

Digital Image Processing

Human Computer Interaction

Introduction to Machine Learning

Introduction to Artificial Intelligence

Computer Networks