

Aaron Lam

Software Developer

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💻 Website: <https://aaronlam1004.github.io> | 📄 GitHub: <https://github.com/aaronlam1004>

Technical Skills

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

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

Software: Unity, Figma, Git, Vim, Heroku, VirtualBox, VMWare

Miscellaneous: Photoshop, Illustrator, Premiere Pro, Word, Excel, PowerPoint

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.

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.

Checkers: Wrote the game of checkers using Python and the PyGame library. Added options to customize the look of the board and the pieces in the game. Implemented online play with client-server architecture using SocketIO and Python threading.

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.

Experience

VR Game Developer | Resilience

October 2021 – Present

Helping to develop Selena VR which is a Virtual Reality game that helps with Social Emotional Learning. Using Unity to place objects, add animations, and implement features within the game.

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.

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.

ICS Tutor (Systems Design & Introduction to Programming) | 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.

Learning Assistant (Boolean Algebra/Discrete Math) | UCI

March 2020 – 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.

Education

UC Irvine (Donald Bren School of Computer Science)

Fall 2018 – December 2021

B.S. in Computer Science – Specialization in Visual Computing

3.7 GPA, Dean's Honor List (9 quarters)