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## Education

University of California, San Diego

Dec. 2019

Bachelor of Science in **Math-Computer Science** | Minor in **Math Education**

GPA: 3.5

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## Skills

Languages: Python, Java, HTML, CSS, JavaScript, MATLAB, C, C++, SQL, C#, React

Tools/Frameworks/Libraries: Git, Unity, Android, Linux, Node.js, MongoDB, jQuery, pandas, Flask

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## Projects

more at [aln.netlify.app/projects](https://aln.netlify.app/projects)

**Pearls of Wisdom** [Unity, C#]

- A mobile app designed to educate and entertain children
- Designed and built a Whack-a-Clam mini-game

**CS Tracker** [Python, Tensorflow] | [github.com/alan-lam/CS-Tracker](https://github.com/alan-lam/CS-Tracker)

- A script that records game statistics from a player's current League of Legends game
- Created an image classifier using Tensorflow to identify numbers from screenshots
- Used matplotlib to generate plots to visualize a player's performance across different games

**Summoner-Stats** [Python, Flask] | [summoner-stats.herokuapp.com](https://summoner-stats.herokuapp.com) | [github.com/alan-lam/Summoner-Stats](https://github.com/alan-lam/Summoner-Stats)

- A web application that allows users to search up League of Legends player info
- Utilized the Riot Games API to gather information for player profiles and advanced statistics for individual games

**Createests** [Node.js, MongoDB] | [createests.herokuapp.com](https://createests.herokuapp.com) | [github.com/alan-lam/Createests](https://github.com/alan-lam/Createests)

- A web application that allows users to create collections of flashcards
  - Implemented password-checking functionality for editing flashcard questions and answers
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## Experience

**Game Developer** | Creative Wisdom Games | Los Angeles, CA

Jun. 2020 - Present

- Designing and building mini-games to expand the existing collection of mini-games for Pearls of Wisdom

**Computer Science Instructor** | ThoughtSTEM | San Diego, CA

Jul. 2019 - Mar. 2020

- Taught ~80 K-5th students in after school programs how to make games in Racket
- Co-led a data science bootcamp of ~30 high school students
- Designed lesson plans to increase student engagement and learning
- Employed language-learning tactics to teach students how to learn programming languages

**Computer Science Tutor** | UC San Diego | San Diego, CA

Jul. 2019 - Sep. 2019

- Tutored for CSE 7, Introduction to Programming with MATLAB and COGS 18, Introduction to Python
- Worked with ~20 students on a weekly basis to guide them through coding labs and assignments
- Improved student understanding of course concepts by creating Jupyter notebooks and PowerPoint presentations for explanations and final exam practice problems

**Programming Instructor Aide** | UC San Diego Extension | San Diego, CA

Jan. 2019 - Sep. 2019

- Assisted high school students with debugging iOS and Android apps

**Computer Science Mentor** | ThoughtSTEM | San Diego, CA

Jun. 2018 - Aug. 2018

- Worked with ~50 middle and high school students on a weekly basis to debug Racket applications
- Collaborated with ~30 developers on Morugamu, a programming language packaged as a board game
- Created visualizations to analyze the relationship between money asked for and money received on board games