

Alan Lam

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alanlam.netlify.com

github.com/alan-lam

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Education

University of California, San Diego

B.S. in Mathematics - Computer Science

Minor in Mathematics Education

Expected Graduation: December 2019

Extracurricular

Eta Kappa Nu (HKN)

- Member of engineering honor society at UCSD

Skills

- HTML/CSS
- Java (incl. Android)
- Python
- C
- C++
- Racket
- Git

Experience

Computer Science Mentor, Intern @ThoughtSTEM

June 2018 - August 2018

- Assisted middle and high school students with creating projects using various programming technologies (Racket, virtual reality, Python, HTML, Java)
- Collaborated with ~30 developers on Morugamu, a programming language packaged as a board game
- Generated plots for data visualization of board games on Kickstarter to compare money asked for vs. money received

Math Tutor, Volunteer @Lincoln High School

April 2018 - June 2018

- Assisted high school students in Integrated Math II
- Worked one-on-one with students to help set-up and approach problems involving triangle congruence and similarity

Math Tutor, Volunteer @Preuss School

April 2017 - June 2017

- Assisted high school students in Calculus
- Worked one-on-one with students to help set-up and approach problems involving integrals

Projects

Web Dev For Beginners
[HTML/CSS]

webdevforbeginners.netlify.com

- A learning resource website using HTML and CSS
- Wrote tutorials to introduce basic elements of HTML and CSS to beginners

Intro to CS Tutorials
[HTML/CSS]

alanlam.netlify.com/tutorials

- A series of interactive tutorials for programming
- Wrote exercises (in Java, Python, C, C++) to introduce basic programming concepts to beginners

Poker [Java]

github.com/alan-lam/Poker

- A terminal-based text game
- Implemented functionality for playing against a computer
- Successfully created functions to rank poker hands

Bagels [Java/Android]

github.com/alan-lam/Bagels

- An Android app of a numbers deduction game
- Designed the layout of each activity and implemented functionality for generating hints, displaying to screen, and saving notes

Snake [Python] (Webroot Hackathon)

- A multiplayer version of the snake game
- Created functions for snake to make smarter decisions against other players

Notepad [Java/Android]

github.com/alan-lam/Notepad

- An Android app of a simple text editor
- Implemented functionality for saving notes to external storage and loading and deleting notes from external storage

Client-Server Messaging [Java]

github.com/alan-lam/Client-Server

- A terminal-based messaging application
- Implemented server and client connections with Java Sockets
- Successfully used threads to connect multiple clients and receive/send messages