ALAN LAU

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SKILLS

- Python, Java, C, C++, SQL.
- MS Office, Outlook, PowerPoint, Excel.
- Leadership, Teamwork, Analytical Thinking, Problem Solving.

EDUCATION

Bachelor of Applied Science, Computer Engineering, Engineering Business Minor, University of Toronto. Sep. 2019 - Apr. 2024

- **CGPA:** 3.86/4.00

WORK EXPERIENCE

Software Engineer Intern, Intel Corporation, Toronto, ON May. 2022 – August. 2023

- Developed Python automation scripts to streamline the interview scheduling process, successfully automating 80% of the processes.
- Managed a SQL database using Python and created functions for presenting headcount data within Confluence wiki's front-end interface.
- Created a testing infrastructure in C++ for an internal library with 95% coverage.
- Using C++, resolved user experience issues within the OneAPI Area Reports, enhancing usability and functionality.
- Organized seminars for the site and created slideshows for site-wide presentations.
- Utilized Excel to establish an infrastructure for monitoring and reconciling headcount allocation, aligning team resources with Finance department allocations for increased financial accuracy.

Product Verification Engineer Intern, BLiNQ Networks, Markham, ON May. 2021 – Aug. 2021

- Developed Python automation scripts to test functionality of eNodeB's.
- Analyzed test data and reviewed logs to identify areas of improvement in the systems test.
- Using Python, automated new equipment in the lab.

Swimming Instructor, Schwartz Reisman Centre, Vaughan, ON Nov. 2017 – Aug. 2019

- Instructed children how to swim from ages 4 and older.
- Communicated clearly and adapted to different learning styles such as visual and auditory styles to achieve 70% of private classes in a session.
- Provided customer service to parents about the students' progress to enhance customer satisfaction.

PROJECTS

Mapper (ECE297)

- Using C++, worked in a team of 4 to create a mapping software that utilizes the OpenStreetMap API and ECE297 libraries
- Implemented a multithreaded Dijkstra's algorithm search for efficient paths
- Created a working solution to a NP-hard modified Travelling Salesman Problem.

iApplyAR (Newhacks)

- Worked on a team of 4 to create a prototype educational application that provides step-by-step instructions to build furniture through Augmented Reality using echoAR and Unity in 24 hours.
- Received "Best AR/VR Application" Award.