

Andrew Lau

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Education

California Polytechnic State University, San Luis Obispo

Expected Graduation: June 2019

Bachelor of Science, Computer Science

GPA: 3.3

Skills and Technology

- **Languages/Frameworks:** Java, C, Python, Assembly, HTML/CSS, JavaScript, VBA, SQL, React Native
- **Technology:** Unix, Shell Scripting (Bash), VIM, Object-Oriented Programming, JUnit Testing, Git, Eclipse
- **Other:** Microsoft Access, Excel, Prototyping (Sketch), UML Diagramming

Coursework

- Systems Programming in C
- Human-Computer Interaction Theory and Design
- Discrete Structures
- Computer Organization
- User-Centered Interface and Design and Development
- Design & Analysis of Algorithms
- Data Structures and Algorithms
- Project-Based Object-Oriented Programming
- Computer Architecture

Professional Experience

Bio-Rad Laboratories *Hercules, CA*

June 2016 – August 2016

Internal Audit Intern

- Coded an issue logger in VBA to track departmental tasks and generate reports/to-do lists (~300 lines of code)
- Created UML diagrams that flagged areas of control risk for ~10 functional departments
- Developed audit program for system development life cycle based off of ISACA standards and guidelines
- Organized global financial reporting internal controls into standardized risk and control files in Excel

CNS Trading Inc. *San Ramon, CA*

June 2009 - August 2015

Trade Show Sales Floor & Warehouse Clerk

- Boosted order fulfillment and inventory management process 200% by integrating barcode system
- Increased sales 10% by marketing and showcasing products tailored to client needs
- Analyzed market and cross-cultural fashion trends to refine product selection process
- Created sales orders, invoices and updated customer balances with QuickBooks

Projects

Meal Prep Native App

September 2017 - Present

- Mobile Native app that takes inventory of groceries to suggest meals plans based of dietary goals
- React Native/Firebase
- <https://github.com/aplau95/meal-prep>

Maze Game

January 2017 – February 2017

- Object-orientated game programmed in Java with Eclipse
- GUI (characters, maze) designed and rendered using Processing
- Practiced test-driven development utilizing JUnit testing framework

FoodBit (Startup Simulation/Proof of Concept)

September 2016 – December 2016

- Identified customers' needs through in-person interviews and online surveying
- Refined product idea through competitive/market analysis (e.g. statistical data, market segmentation, SWOT)
- Pitched go-to-market and growth strategy with financial projection

Honors and Activities

- **3rd place** in Principles of Marketing Product Pitch Competition (2015)
- **Qualifier** in "Amis de la Culture Française" French Speaking Competition (2013)
- **Student Mentor**, Science Alliance (2012-2013)