BRIAN H. LAI

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EDUCATION

San Francisco State University – 3.54 GPA   August 2016 – *May 2020*
B.S. in Computer Science
- Data Structures, Discrete Mathematical Structures, Machine Structures, Programming Methodology, Software Development, Operating System Principles, Analysis of Algorithms
- Calculus I & II, Probability and Statistics with Computing
- General Physics with Calculus I & II

SKILLS & TECHNOLOGIES

- Java, C#, C++, C, Python, CSS, HTML, JavaScript, PHP
- IntelliJ IDEA, Rider, CLion, Visual Studio, NetBeans, Unity, Git, Command Line
- ProCreate, Traditional Art (drawing), Adobe Photoshop, Adobe Illustrator
- English, Vietnamese, Japanese

PROJECTS

Shell   March 2019
Wrote a shell command-line interface in C that features common shell commands like cd, ls, etc.

Interpreter   March 2019
Programmed an interpreter that reads byte codes from a file written in the mock language X. Each byte code performs a specific action while managing a runtime stack and frames.

Expression Evaluator   February 2019
Wrote a calculator that tokenizes and evaluates an expression input as a string and returns a result in Java.

www.bhlai.com/A2Vellum   December 2018
Designed and developed a fictional company product website using Bootstrap, HTML, CSS, JavaScript, PHP, and various open-sourced JavaScript Libraries.

Bowlmaster   March 2018
Created a 3D bowling game in Unity and C#. Features include 3D physics and real bowling scoring system.

ACTIVITIES & AWARDS

Certificate of Completion – Complete C# Unity Developer	March 2018
Japanese National Honor Society – Induction Certificate	May 2016
Walk for Life – 8 hours	January 2014
Walk for Life – 8 hours	January 2013