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BRIAN LAI

DEVELOPER

SKILLS

Development

Java
C#
C++
C
NodeJS
Angular
ReactJS
CSS
HTML
JavaScript
TypeScript
Python
PHP
Ruby

Traditional

English
Vietnamese
Japanese
Art (drawing)

TECHNOLOGIES

Applications

IntelliJ IDEA
Rider
CLion
WebStorm
Visual Studio
Visual Studio Code
Unity
NetBeans
ProCreate
Sketch
Figma
Adobe Photoshop
Blender

Frameworks

UNIX Shell
ExpressJS
MySQL Database
MongoDB
Selenium

Services

Git / GitHub
Amazon Web Services
Google Cloud Platform

EDUCATION

Computer Science, BS

San Francisco State University

August 2016 - May 2020

3.47 GPA

Worked in Software Engineering team of 8 as GitHub master role.

Exercised team software development process: iterative deployment, scrum meetings, and test-driven development.

SELECTED PROJECTS

RPG Sandbox

September 2019

Developed top-down click to move and attack core combat system for RPG game in Unity using NavMesh. Features core RPG elements like equipment, character stats, enemy AI, and more.

BaySpace

August 2019

Worked on front-end, back-end, and Git management for a team of 8. The web app is written in NodeJS and Bootstrap, uses MySQL database, and deployed on AWS using the Express framework. Users can submit posts and upload image.

Bomberman

May 2019

Developed a 4-player bomberman game in Java with algorithms for calculating explosions and randomized map generation. Collisions are used for kicking bombs and other solid interactions.

Tank Game

April 2019

Developed a 2-player top-down shooter tank game in Java that includes a collision detection system using the Visitor Pattern. Features include health UI, powerups, destructible walls, custom maps, and more.

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.

Shell

March 2019

Wrote a shell command-line interface in C that features common shell commands like cd, ls, etc. The shell can start from any shell client. Uses semaphores and mutex locks for various functions such as pipes.

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#, exercising test-driven development. Features include 3D physics and real bowling scoring system. The game is deployed on the web using WebGL.