BRIAN H. LAI

Hayward, CA | 510.303.0786 | brianlai30@outlook.com

linkedin.com/in/blai
github.com/blai30
bhlai.com

EDUCATION

San Francisco State University – 3.54 GPA   August 2016 – *May 2020*
Bachelor of Science in Computer Science
- Data Structures, Discrete Mathematical Structures, Machine Structures, Programming Methodology, Software Development, Operating System Principles, Analysis of Algorithms, Software Engineering, Human-Computer Interaction
- Calculus I & II, Probability and Statistics with Computing, Linear Algebra
- General Physics with Calculus I & II
- Worked in Software Engineering team of 8 as the role of GitHub master

SKILLS & TECHNOLOGIES

- Java, C#, C++, C, NodeJS, ReactJS, AngularJS, Python, CSS, HTML, JavaScript, TypeScript, PHP, Ruby
- IntelliJ IDEA, Rider, CLion, WebStorm, RubyMine, Visual Studio, NetBeans, Unity, Git, Command Line
- Amazon Web Services, Google Cloud, Selenium, Node Package Manager
- ProCreate, Traditional Art (drawing), Adobe Photoshop, Adobe Illustrator, Affinity Photo
- English, Vietnamese, Japanese

SELECTED PROJECTS

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, then deployed on AWS. 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.

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. The game is deployed on the web using WebGL.