

BRIAN LAI

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EDUCATION

San Francisco State University – San Francisco, CA

August 2016 – May 2020

Bachelor of Science in Computer Science

- **Coursework:** Data Structures, Discrete Mathematics, Machine Structures, Web Development, Programming Methodology, Operating System Principles, Analysis of Algorithms, Programming Languages and Paradigms, Software Engineering, Human-Computer Interaction (HCI), Multiplayer Game Development, UNIX Embedded Systems, Linear Algebra, Probability and Statistics
- **GPA:** 3.53

EXPERIENCE

Software Engineer – Robert Half Inc.

September 2021 - Present

- Built and optimized the foundation for Interview Scheduler project to calculate available time slots for candidate and clients to schedule interviews and increased user engagement by more than 60%.
- Integrated components from a UI library into the main business application in redesign effort and improving the user experience.
- Object-oriented programming with Java and Apex, front-end web development with JavaScript, HTML, CSS, Lightning Web Components, and databases with SQL/SOQL. Other technologies include AWS and AngularJS.
- Track work tasks and logged time on Jira. Manage Continuous Integration and Continuous Deployment (CI/CD) jobs on Jenkins.

FEATURED PROJECTS

.NET Discord Bot

February 2021

- Developed a Discord bot in C# with .NET using the Discord.Net library and Dependency Injection.
- Built REST API backend with ASP.NET to communicate with MySQL database using Entity Framework Core, and MediatR.
- Tested, built, and deployed application in Docker containers with bridged network between containers.
- Configured database migrations using versioned .sql files with Flyway to keep database schema up to date and synchronized.

Text Morph

April 2021

- Created client-side web application to transform user text input with Angular, TypeScript, and Tailwind CSS.
- Built and deployed application to the public served statically on GitHub pages.
- Added Progressive Web App support to enable offline installation on mobile and desktop.

Infection FPS Game

May 2020

- Worked in a team of 8 to create a multiplayer first-person shooter game in Unity C#.
- Built weapon system featuring 3D animations and custom graphics shaders.
- Implemented online server-client architecture network communication using Mirror Networking.
- Wrote and edited 26-page game design document to serve as a living blueprint for the development cycle of the game.

BaySpace Image Posting Web App

August 2019

- Worked in a team of 8 as the GitHub manager to build a full-stack web CRUD application.
- Built the server-side backend REST API using NodeJS, ExpressJS, and MySQL database and deployed on AWS EC2 Linux VM instance.
- Built account registration system with password encryption and authentication for uploading images.
- Built admin page with basic CRUD capabilities to modify image postings submitted by users.
- Wrote and edited project documentation that lists requirements, milestones, and functionality for the application.

Bombberman and Tanks Java Games

May 2019

- Designed two structured interactive games using Java 11 Swing GUI toolkit for two or more players.
- Developed fast collision detection physics using the Visitor design pattern.
- Developed unique algorithms to calculate 4-direction bomb explosions based on nearby collisions.

SKILLS

Coding Languages

C#, Java, TypeScript, JavaScript, Python, GDScript, C++, SQL, HTML, CSS, Bash

Technologies

.NET, ASP.NET Core, MySQL, React, NextJS, NodeJS, Angular, Vue, Svelte, Blazor, Selenium

Tools

Linux, Unity, Godot, Tailwind CSS, Prisma, Bootstrap, AWS, Google Cloud Platform, Docker, Postman

Spoken Languages

English, Vietnamese, Japanese