Brian Thai Lam

briantlam132@gmail.com ♦ (323) 286-7942

Objective: Team-oriented, driven, and creative computer science student seeking entry level position in the software engineering industry.

Education:

University of California, San Diego; La Jolla, CA **Expected graduation date: June 2016**
B.S., Computer Science
Overall GPA: 3.308

Technical Skills:

- **Languages:** Java, C, C++, JavaScript, HTML, Python, OCaml
- **Platforms:** Windows, Linux
- **Applications:** Eclipse, Git

Relevant Projects:

Software Engineering

Rain – Video Game Development **July 2015 – Current**

- Working to develop a usable video game under the libGDX framework
- Implemented in Java with an emphasis on concise object-oriented programming
- Applied the MVC design pattern to best match the user's needs and preferences
- Created the interface to be compatible with Android and Windows platforms

Android Banking Application (Business Analyst) **October 2014 – December 2014**

- Worked in a team as a business analyst to develop a banking application in the Eclipse IDE.
- Designed the UI of the application to be as user-friendly as possible
- Utilized XML files to edit the interface of the application to suit the user's needs
- Employed agile development strategies, UML diagrams, use case diagrams

Functional Programming

Parser and Lexer **February 2015**

- Implemented a parser in OCaml to parse strings from their literal representations to tokens
- Utilized a lexer with rules to help the parser translate strings into compiler-usable tokens

Password Cracker **February 2015**

- Developed a Python program that would attempt to crack as many passwords as possible given a UNIX file containing usernames and encrypted passwords as well as a dictionary of words
- Searched through all possible permutations of any given word (reversed and capitalizations) to ensure that any encrypted password is able to be decrypted

Data Structures

Huffman Compression **May 2014**

- Implemented a Huffman coding tree in C++ to compress and decompress large file sizes

Boggle

- Created the board game *Boggle* using path finding algorithms and a ternary search tree to store the lexicon

Work Experience:

Lead Residential Dining Food Service Worker **November 2013 – February 2015**
University of California, San Diego; La Jolla, CA

- Directed and taught new service workers to prepare food and operate machinery
- Prepared meals for students, visitors, and staff
- Communicated with customers to provide an excellent dining experience

Awards:

- Provost Honors, Fall 2012