

Bryant Lam

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Education

California State University, Long Beach

Long Beach, CA

Bachelor of Science in Computer Science, GPA 3.77

Dec 2023

Relevant Coursework: Algorithms, Computer Architecture, Computer Security, Data Structures, Database Fundamentals, Machine Learning, Object Oriented Programming, Operating Systems, Software Engineering

Projects

Schedulog

Long Beach, CA

Senior Project / Lead Developer

Jan 2023 - Dec 2023

- Designed a mobile application using Figma and Kotlin, creating intuitive user interfaces to help users efficiently find and manage events within their schedules, focusing strongly on user experience, usability, and interactive design
- Led a team of 4, adopting the agile development methodology and successfully guiding them to implement best practices in database schemas, reducing post-release bugs by 20% and saving 30 hours of development time
- Handled the codebase design, project build scripts and configuration files, and coordination of feature deliverables to meet on-time milestones, while spearheading future sprints at a feasible pace
- Optimized image storing by 90% using Firebase Storage and image loading by 10% using the Glide library
- Managed version control and feature branch workflows in GitHub, resolving conflicts to maintain code integrity

CSULB, Undergraduate Research Opportunity Program (UROP)

Long Beach, CA

Full Stack Developer Intern

Sep 2019 - May 2021

- Prototyped a graphical user interface for research lab video-frame extraction using Tkinter and OpenCV
- Constructed a local web application to store video-frame values using Django, speeding image data analysis by 20%

Full-Stack Application - Cookbook Platform

Dec 2024 - Present

- Engineered a digital cookbook to use recipes, manage ingredients, and create shopping lists using React and Node.js
- Implemented role-based authorization and secure user authentication with principal objects and JWT
- Created unit and integration tests covering database operations, authentication middleware, and business logic

Full-Stack Application – Finance Tracker

May 2024 - Jul 2024

- Developed a full-stack(MERN) web application to monitor real-time financial metrics such as revenue, expenses, and profits, processing over 700 data points to assist stakeholders in making smarter investment choices
- Deployed to (frontend)Vercel and (backend)Fly.io for load balancing and serverless computing and practiced Linting

MVC Web Application – Movie Management System

Apr 2023 - May 2023

- Built a movie list app with RESTful APIs using an MVC framework, C#, and Razor HTML, supporting over 1000 entries

Model-First ORMs – Automobile Inventory System

Apr 2022 - Jun 2022

- Modeled car-selling business inventory using a relational schema and Java(JPA) to automate filtered searching and enhance search accuracy, leading to faster operations and limiting manual errors
- Constructed secure SQL queries to handle user data inputs, reducing SQL injection vulnerabilities by 90%

Skills

- **Programming Languages** Java, Python, C++, C#, SQL, HTML, JavaScript, TypeScript, Kotlin
- **Tools/Frameworks** Git, AWS, Django, Figma, React, Tailwind CSS, Chrome DevTools, ESLint, Docker
- **Database Management and Design** SQL, MongoDB, Firebase, Cloud Firestore