Charles Lai

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Education

UC Berkeley Class of 2016
Computer Science
CS61A: Structures/Interpretations CS61B: Data Structures CS61C: Machine Structures
CS70: Discrete Mathematics/ Probability Theory

Experience

Mobile App Developer & Staff | LoL Esports App & LoL Worlds App
- Conceptualized idea & design of application
- Wrote front end and back end code
- Updated statistics from League of Legends games
- Wrote play-by-play for the Worlds app

Web App Developer & Designer | EatWithUs
- Conceptualized web app idea at AngelHack hackathon
- Primarily working on the front end design
- Working with Yelp, Google Maps, and Facebook APIs

Game Designer | Outbreak
- Developing an iOS infection/zombie game
- Designing character sprites and animations
- Working on level design (upgrades, types of zombies, types of enemies)

Research Intern | Tseng Laboratories at UCLA
- Studied Circulating Tumor Cells in the bloodstream
- Created a program to speed up the CTC counting process
- Manufactured silicon wafers designed to filter blood and trap CTCs

Website Designer | Various Websites

Skills

Programming Languages: C, Java, Python, Objective-C
Web Technologies: HTML, CSS, Javascript, JQuery, PHP
Graphic Design: Illustrator, Photoshop
Video Editting: Final Cut, Vegas, Premiere Pro, After Effects