Edwin Lai

550 Ortega Ave B222 • Mountain View, CA 94040
CELL (650) 521-4141 • **E-MAIL** ed@edwin-lai.com
PORTFOLIO edwin-lai.com • **GITHUB** edwin-lai
LINKEDIN https://www.linkedin.com/in/edwin-lai-27336568

EXPERIENCE

Full Stack Engineering Consultant - *Stealth Startup*   Nov 2017 - Feb 2018
- Create client and server prototypes for an educational technology product.
- Construct and implement APIs for communicating with a natural language processor.
- Determine aesthetic vision of product in consultation with product manager.

CTO - *WANDR*   Apr 2017 - Nov 2017
- Create client and server platforms for matching users with discount flights and hotels.
- Work in consultation with CEO to implement beautifully designed web pages.
- Automate retrieval of flight data and prices from various flight APIs.

Front-End Engineer - *LogDNA*   Oct 2016 - Apr 2017
- Implement popular client side features such as a searchable host/app filtering tool.
- Own ruby gems (libraries) for shipping logs with over 4750 total downloads as of April.
- Develop integrations between LogDNA and CircleCI, TravisCI, FluentD, and other tools.

Tutor - *Varsity Tutors*   Dec 2014 - Jan 2016
- Teach students in mathematics, the SAT, and the ACT.
- Improve student's ACT composite score by 4 points and subsection score by 7 points.
- Raise student's math test scores by 30% between one test and the next.

EDUCATION

App Academy   Jan 2016 - Apr 2016
- 1000 hour coding boot camp with 3% admission rate.
- Learned full-stack web development: Rails, SQL, JS, React, TDD, and algorithms.

University of California, Los Angeles   Sep 2011 - Jun 2015
BS in Applied Mathematics, minor in Chinese - *magna cum laude*
- GPA 3.87, Dean's Honors List 9x, Phi Beta Kappa
- Coursework: Linear Algebra, Probability Theory, Combinatorics, Numerical Analysis3

PROJECTS

Stellaris Species Generator *(JavaScript, React)* | live | github   Mar 2016 - May 2016
Species creation utility for the space strategy game Stellaris
Technical Lead
- Assemble a team and delegate tasks to them to ensure on-time completion of project.
- Drive over 10,000 users to the app in five days using internet communication tools.
- Build trait selector that calculates compatible traits on the fly according to game rules.

SKILLS   JavaScript, React.js, Node.js, JQuery, Ruby, Python, Rails, MongoDB, HTML, CSS