Edwin Lai

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OBJECTIVE	To build and ship useful, high-impact products as a software engineer in a tech firm. JavaScript, React.js, Flux, Ruby, Ruby on Rails, SQL, Git, HTML, CSS, Matlab	
SKILLS		
PROJECTS	Stellaris Species Generator (JavaScript, React) <u>live</u> <u>github</u> Species creation utility for the upcoming space strategy game Stellaris Technical Lead	Mar 2016 - Present
	 Assemble a team and delegate tasks to them to ensure on-time completion of project. Build trait selector that calculates compatible traits on the fly according to game rules. 	
	Helping Hand (Ruby on Rails, React.js/Flux) <u>live</u> <u>github</u> Personal Fundraising Site Inspired by GoFundMe	Feb 2016 - Mar 2016
	 Created high-performance single page web app powered by React and Flux. Built JavaScript search utility that updates results in response to changes in user input. 	
	RainbowRoad (CreateJS, HTML5) <u>live</u> <u>github</u> JavaScript Browser Game Influenced by Candyland	Mar 2016
	 Used TweenJS animations to move pieces and communicate instructions to players. Implemented gameplay logic that facilitates both single-player and multi-player modes. 	
EDUCATION	App Academy ■ 1000 hour coding boot camp with 3% admission rate.	Jan 2016 - Mar 2016
	 Learned full-stack web development: Rails, SQL, JS, React, TDD, a 	and algorithms.

EXPERIENCE 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 score to 100% on a math test after student scored in the 60-70% range on the previous test