Edwin Lai

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OBJECTIVE

To build and ship useful, high-impact products as a software engineer in a tech firm.

EXPERIENCE

Front-End Engineer - LogDNA

Oct 2016 - Apr 2017

- Implement popular client side features such as a searchable host/app filtering tool.
- Own <u>ruby gems</u> for shipping logs with over 4750 total downloads.
- Develop integrations between LogDNA and CircleCI, TravisCI, FluentD, and other tools.
- Create and maintain API endpoints on a Node/Express web server.

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.

EDUCATION

App Academy

Jan 2016 - Mar 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 Analysis
- Secretary of UCLA Achievement Scholars Club

PROJECTS

Vent (React Native, Ruby on Rails) | app: github | API: github Aug 2016 - Oct 2016 Anonymous post mobile app written in React Native. Work in progress.

- JavaScript generated iPhone and Android apps communicate with REST API back-end.
- Uses geolocation to determine and share the location of posts.

Stellaris Species Generator (*JavaScript*, *React*) | <u>live</u> | <u>github</u> Species creation utility for the space strategy game Stellaris

Mar 2016 - May 2016

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.