

Kendrick Lau

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Objective

- To obtain a 2017 spring or summer internship that is focused in project management, hardware or manufacturing engineering.

Education

COMPUTER ENGINEERING | PURDUE UNIVERSITY

DECEMBER 2017

- Bachelor of Science in Computer Engineering
- GPA: 3.06/4.00

Certification: Design for Six Sigma – Black Belt

Computer Languages: Python, C, Bash, Assembly, ABEL, HTML, CSS

Software: Photoshop CS6, Sony Vegas Pro 10, Audacity, Jira, Git

Professional Experience

GENERAL MOTORS | WARREN, MI

MAY 2014 – AUGUST 2016

Electrical IRT (Issue Resolution Tracking) Co-Chair – MY18 Cruze Brazil & Corvette (Co-op Session 4)

- Led the root cause analysis and resolution of all build issues for the Electrical System Management Team, both on the pre-production build floor and in the vehicle assembly plants.
- Coordinated at GM North America with the Electrical Architects and Design Release Engineers from GM Korea, Brazil, and Mexico to resolve hardware, software, calibration, and build quality issues.
- Worked closely with Quality Engineers and Launch Managers to ensure root causes were identified, while containment plans and corrective actions were implemented.

Infotainment Integration Engineer – MY16 Camaro (Co-op Session 3)

- Managed the MY16 Camaro infotainment integration efforts and supported the MY16 CT6, Corvette, K2XX, and Alpha programs.
- Prepared weekly process update reports to corresponding chief and quality engineers.
- Analyzed and diagnosed vehicle communication logs such as HS/LS GMLAN, MOST, and ALDL codes that pertained to the NGI system.

Infotainment Software Development Engineer (Co-op Session 2)

- Developed enterprise-grade software to parse the Android-based system.
- Exposed to industry practices of Agile software development.

Infotainment Systems Test Engineer (Co-op Session 1)

- Executed and improved test procedures on next-gen infotainment benches.
- Refined existing testing systems and techniques through formal processes.

3STACK LLC | URBANA, IL

APRIL 2015 - PRESENT

Project Manager & Content Creator

- Game studio specializing in developing multiplayer web-based games.
- See <http://3stack.io> and <http://bamboozle.io>

WIKIROSTER LLC | CHICAGO, IL

JUNE 2012 – JUNE 2014

Co-Founder & Designer

- Launched and managed a 40,000 student marketing campaign across the United States using social media, traditional collateral material, and an explainer video to promote the collaborative student website.
- Raised and won over \$10,000 to fund operation and development costs.
- 2013 winners of the IMSA Power Pitch hosted by the MIT Enterprise Forum.
- Nominated as one of 1871's Top 50 "Coolest" startups in Chicago.
- See <http://wikiroster.com>

Leadership Roles

PURDUE STUDENT ENGINEERING FOUNDATION (PSEF)

AUGUST 2014 - PRESENT

Director of Industrial Relations & General Member

- Serving on the PSEF Board of Directors to maintain professional relations with several industry sponsors.
- Managing sponsorships & grants to provide funding for the Engineering EXPO design competition of more than \$14,000.
- Representing Purdue Engineering to prospective students at information fairs, tours, socials, and academic panels.

Personal Projects

MHACKS 2016

- iiCAN Tracker – An IOT OBDII diagnostics tracker that visualizes vehicle usage based on real-time data.

UNCOMMON HACKS 2016 *

- Decepticar – A turn-signal bike helmet with functional headlights that are activated by head motioning.

SOUND REACTIVE LED STRIP

- Used MSGEQ7 IC Chip to drive a 12 ft. RGB LED strip to the frequency of music by using Fast-Fourier Transform.