

Lok To (Ray) Kwan

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kwanlokto.github.io/portfolio/

Results-driven and adaptable **Senior Software Developer** with 6 years of experience in fast-paced SaaS startup environments. Strong background in **Computer Science** and a passion for innovation and continuous learning. Proven track record of leading teams through 4+ major software releases, directly contributing to company growth and securing contracts with **2 NHL teams and 3 pro shops** within 18 months.

Employment

Skatescribe

Markham, ON

Senior Software Developer & Team Lead

Oct 2023 - Present

- Led two other developers and a UI/UX designer in researching and implementing cutting-edge solutions that have redefined the hockey industry, and are now widely adopted by the NHL
- Directed project planning and development efforts that increased sharpening efficiency by 25%, elevated user experience, enhanced machine/data accuracy, and streamlined code maintainability.
- Collaborated with stakeholders to define technical roadmaps, break down requirements into actionable development tasks, and align timelines and scope to balance feasibility and impact
- Facilitated stand-ups and sprint planning to ensure efficient workflow, conducted annual performance reviews, and provided ongoing feedback to support up-to-date best practices and professional growth
- **Achieved:** Leadership and communication skills to foster an efficient, motivated, and performing team

Full Stack Software Developer

May 2021 – Oct 2023

- Prototyped an automated hockey skate sharpening and profiling system using a CNC and vision technology, achieving 5µm shape accuracy and 0.1µm sharpening precision
- Developed a ReactJS-based web application for operators to record and track customer order history
- Researched and implemented advanced signal processing techniques to enhance laser profiler images, increasing accuracy by 0.5mm, reducing costs by \$2 per sharpen, and cutting runtime by 20%.
- **Achieved:** Ability to work independently, research and apply new concepts, and project ownership

Cognitive Centivizer

University of Toronto

Full Stack Software Developer

Sept 2020 – May 2021

- Built a Whack-a-Mole game for students to analyze participants' cognitive functions from responses
- Introduced best software practices, ensuring a consistent and maintainable codebase
- **Achieved:** Product improvement by aligning and strengthening development practices with the team

Autocase

Toronto, ON

Full Stack Software Developer

May 2019 – April 2020

- Translated research models into an app that measures the costs and benefits of a building in AngularJS and Python
- Created efficient and reliable scripts to aggregate 150+ GB of NC/CSV files into pandas within 8 hrs

Education

Computer Science Specialist (**Graduated CGPA: 3.61**)

University of Toronto (2016 - 2021)

Skills

Python, Typescript, Java, React, Angular, PostgreSQL, MySQL, Redis, Linode