Huy Quang Lai

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EDUCATION

Texas A&M University

College Station, TX

Bachelor of Science in Computer Science, Minor in Mathmatics, Minor in Cybersecurity

Aug. 2021 - May 2024

EXPERIENCE

Product Owner

August 2023 - December 2023

Brazzos Valley Council of Governments Contract Management System

Bryan, TX

- Developed a full-stack application using Rails to be able to handle over four hundred contracts simultaneously.
- Implemented and tested over 85 individual features using cucumber and rspec
- Ensured frequent communication between developers and clients on the progress or setbacks of the application.
- Ensured the team remained on schedule with implementing features of the application.

Simulation Team Lead

January 2022 - May 2022

Texas A&M University RoboMasters College Station, TX

• Implemented a simulation environment using Unity to simulate the robots' color recognition.

- Integrated Computer Vision software written in python into the simulation environment written in C#
- Communicated current simulation issues with team members and provided practical solutions

Lifeguard Summer 2018, Summer 2021

Department of Parks and Recreation

Austin, TX

- Promoted water-safe habits to patrons.
- Proactively search for and prevent life-threatening dangers
- Successfully prevented all incidents from escalating into a site-wide disaster while actively on duty

Projects

Point of Sale System | JavaScript, React, Node.js, PostgreSQL

January 2023 - May 2023

- Developed a full-stack web application using Node.js serving a REST API with React as the front-end
- Implemented Google OAuth to log into the system
- Implemented Google Translate API to translate the front-end text to various other languages
- Accounted for accessibility standards to comply with the ADA
- Made over one hundred individual commits to the project

Mortality Prediction Model | Python, Jupyter Notebook, pandas, numpy, xgboost

August 2021 – May 2024

- Developed a predictive in-hospital mortality model utilizing a dataset of several thousand patients.
- Experimented with three different training methods and compared their perforce.
- Used Logistic Regression, Random Forest, and Extreme Gradient Boosting to compare against the Professor's Model
- The model had a final Area Under the Receiver Operating Characteristic curve (AUC-ROC) Score of 0.89288 which was 5% better than the Professor's Model.

Chess | Java, Java Swing

May 2022 - Present

- Developed a Java program during free time to provide a simple offline program to play chess.
- Implemented a Graphical User Interface using the Java Swing library.
- Used object-oriented programming principles such as encapsulation, abstraction, polymorphism and inheritance.
- Consulted with public java documentation online to learn how the Java swing library can be used.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, Ruby

Frameworks: React, Node.js, Rails

Developer Tools: Git, Google Cloud Platform, VS Code, AWS, PyCharm, Eclipse