LILY LAU

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Education

Georgia Institute of Technology
B.S. in Computer Science
Concentrations in Media & People
3.8 GPA

July 2013 - **(Expected) December 2017**

Courses: Data Structures & Algorithms, Object-Oriented Design, Databases, User Interface Design, Computer Graphics

Skills

Languages
HTML, CSS, JavaScript, Java, Python, C, Processing

Frameworks
Flask, Bootstrap, Selenium, jQuery

Development Tools
Git, Arduino, Android, IntelliJ, Webstorm, PyCharm, VPython

Design Tools
Photoshop, Illustrator, InDesign, Balsamiq, Axure, InVision, Inkscape

Experience

Rural Sourcing Inc.
Software Developer Intern || Atlanta, GA || Summer 2016
- Saved RSI ~$5000 in licenses by writing a browser automation script using Python/Selenium to automatically download and upload SQL files from OpenAir into a local SQL database,
- Worked with clients to design UI mockups for a web portal that allows RSI employees to update and manage their resumes and skill level proficiencies.
- Developed a dynamic web form using HTML, CSS, JavaScript, and Bootstrap on the frontend and Python with Flask on the backend.

Institute of Nuclear Power Operations
Technical Support Analyst || Atlanta, GA || Summer 2015, Spring 2016
- Serviced internal IT support by troubleshooting computers, laptops, printers, and installing software programs.
- Trained customers on how to navigate through VMWare virtual desktops.
- Maintained records of incident tickets, service requests, and phone calls.

Georgia Institute of Technology
Undergraduate Physics Teaching Assistant || Atlanta, GA || Spring 2015
- Managed 25 undergraduate students in a lab setting and guided them through physics concepts through a modern perspective.
- Demonstrated physics simulations through VPython and assisted students in debugging Python code.

Projects

Drawing Apprentice || *Present*
- Redesigning the user interface of a web application featuring an artificially intelligent drawing agent that draws along-side the user to imrpove the usability for children.
- Gathering users to test the prototype and analyzing user engagement levels by encoding data from video recordings.

mHealth Engagement || *Present*
- Working on an undergraduate research project to understand user engagement and develop a mobile application overlay that will encourage long-term mobile health application usage.

INPO Website || *Spring 2016*
- Voluntarily rebuit INPO's Co-op Program Website from the ground up.
- Revamped the entire user interface and incorporated mobile responsiveness using HTML, CSS, jQuery, and Bootstrap.

M.U.L.E. || *Fall 2015*
- Worked on a team to create a multiplayer, turn-based desktop game using JavaFX.
- Focused strongly on Agile SCRUM development and true object-oriented style.
- Specialized in designing the game's user interface including creating original graphics and low fidelity mockups.