LILY LAU

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Education

Georgia Institute of Technology
BS in Computer Science
3.8 GPA

July 2013 - **(Expected) December 2017**
Courses: Data Structures & Algorithms, Databases,
User Interface Design, Object Design

Experience

Drawing Apprentice
Undergraduate Research Assistant

Fall 2016 - Present

Currently redesigning the user interface of a web application featuring an artificial intelligent drawing agent that co-draws alongside the user. Gathered users for testing and coded qualitative data.

Rural Sourcing Inc.
Software Developer Intern

Summer 2016

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/Flask on the backend. Also wrote a browser automation script in Python/Selenium to download SQL files from OpenAir and upload to our SQL database, in turn saving RSI around ~$5000 in licenses.

Institute of Nuclear Power Operations
Technical Support Analyst

Summer 2015, Spring 2016

Provided internal IT services to customers. Daily work includes troubleshooting computers, laptops, printers, installing software programs, training users how to use VMWare virtual desktops, answering phone calls, and keeping track of incident tickets and service requests.

Georgia Institute of Technology
Undergraduate Physics Teaching Assistant

Spring 2015

Led undergraduate students through challenging modern physics concepts. Demonstrated physics simulations through VPython and assisted students in debugging their Python code.

Projects

mHealth Engagement

Fall 2016 - Present

Undergraduate research project to develop an overlay mobile application to encourage long-term mobile health application usage.

INPO Website

Spring 2016

Side project to rebuild INPO's Co-op Program Website from the ground up. Revamped the entire user interface and incorporated mobile responsiveness.

GameBoy Advance Games

Fall 2015

Developed two original mini-games in C using a GameBoy Advance emulator in Ubuntu.

M.U.L.E.

Fall 2015

Team project to create a multiplayer, turn-based desktop game with JavaFX with a strong focus on Agile SCRUM development. Specialized in designing the game's user interface including creating original graphics and low fidelity mockups.

Skills

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

Frameworks
Flask, Bootstrap, Selenium, jQuery

Development Tools
Git, JetBrain IDEs, VIDLE, Arduino, Android Studio

Design Tools
Adobe Suite, Balsamiq, Axure, InVision, Inkscape