

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, Object-Oriented Design, User Interface Design, Databases, Computer Graphics

Skills

Languages

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

Frameworks

Flask, Bootstrap, Selenium, jQuery

Development Tools

Git, IntelliJ, Webstorm, PyCharm, VIDE, Arduino, Android Studio

Design Tools

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

Experience

Drawing Apprentice

Undergraduate Research Assistant || Present

- Currently redesigning the user interface of a web application featuring an artificial intelligent drawing agent that co-draws along side the user.
- Gathered users to test our Drawing Apprentice prototype and analyzed user engagement levels.

Rural Sourcing Inc.

Software Developer Intern || 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 || Summer 2015, Spring 2016

- Provided internal IT services to customers.
- Daily work included 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 || Present

- Working on an undergraduate research project to develop an overlay mobile application to encourage long-term mobile health application usage.

INPO Website || Spring 2016

- Rebuilt 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 in JavaFX.
- Strong focus 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.