

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 with 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 over 400 employees internal IT support by troubleshooting desktops, laptops, printers, and installing software programs.
- Trained customers on how to navigate through VMWare virtual desktops.
- Maintained hundreds of 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 and guided them through physics mechanics concepts from 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 improve 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 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 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.