

# 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-Oriented Design

## 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 alongside the user. Gathered users to test our Drawing Apprentice prototype and analyzed user engagement levels.

### 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 with Flask on the backend. Wrote a browser automation script using Python/Selenium to automatically download and upload SQL files from OpenAlr into a local 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 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

Currently 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.

### GameBoy Advance Games || Fall 2015

Developed two original mini-games in C by implementing low level graphical functions and manipulating the video memory.

### 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.

## Skills

### Languages

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

### Frameworks

Flask, Bootstrap, Selenium, jQuery

### Development Tools

Git, JetBrains IDEs, VIM, Arduino, Android Studio, Logisim

### Design Tools

Adobe Suite, Balsamiq, Axure, InVision, Inkscape, OpenSCAD