# Patrick Lai

□ (+1) 514-929-6437 | ■ patrick.lai@mail.mcgill.ca | ♠ patlai.github.io | ᡚ patlai | 匝 pat-lai

# EDUCATION .

**McGill University**Montreal, QC, Canada

B. ENG: SOFTWARE ENGINEERING

- GPA in Computer Science Courses: 3.93/4.00, Overall GPA: 3.33/4.00
- NSERC Industry Undergraduate Research Award: 2016, 2017
- Notable Courses: COMP-551: Applied Machine Learning

#### EXPERIENCE\_

**CAE** Montreal, QC, Canada

#### SOFTWARE DEVELOPER INTERN

September - December 2017

Expected December 2019

- Developed an application to automate validation of flight simulation software, 3-D models, and environment renders using C#.
- Reduced validation time of vehicle models and load testing from 2-3 days to overnight through integration into the automation software.
- · Wrote scripts to allow the automation software to remotely connect to different servers without user configuration.
- · Designed a user interface using Windows Forms to give users easy access to information about test packages and results

Sensequake Montreal, QC, Canada SOFTWARE DEVELOPER May 2016 - September 2017

may 2010 - septemb

- Transformed the main application from a proof of concept to a software to be used by researchers, engineers and university professors
- Prototyped and implemented building health analysis algorithms in C# and MATLAB used to analyse over 300 buildings in Canada
- · Improved user experience and accessibility by designing a custom ribbon interface in Visual Studio using WPF
- · Built a web application using Node.js and MongoDB to let users submit, view and manage various analysis results
- Collaborated with a Cybersecurity firm to create a license activation and application protection system
- · Improved 3D animation of largest building case from 12 to 60 FPS by implementing a modified dictionary data structure
- Reduced runtime of average test case from 2.5 min. to 40s by applying dynamic programming principles

**McGill Robotics**Montreal, QC, Canada

SOFTWARE DIVISION MEMBER

September 2015 - May 2016

- Stimulated competition environment using Gazebo and ROS in Linux
- Wrote AUV simulation plugins in C++ to mimic events and object movement

SKILLS.

**Programming:** C#, Java, JavaScript, Python, MATLAB, C, C++, SQL, PHP, Solidity **Software:** GIT, Visual Studio, REST APIs, Linux, MongoDB, Unity Engine, Azure

**Frameworks:** Node.JS, React.JS, .NET, WPF, Windows Forms

**Knowledge:** Data Structures and Algorithms, Object-Oriented Programming, Machine Learning, NLP

### PROJECTS.

# **Machine Learning Match Prediction**

November 2017

- · Used a neural network to predict how likely two people will be romantically compatible based off of socio-economic factors, age, and hobbies
- Trained a model using data collected from dating websites and a speed-dating study with over 10,000 training examples
- · Created a web interface using HTML, CSS, and javascript to allow users to input features and view the likelihood of matches

# **Open Source Gift Card System**

March 2017

- · Collaborated with engineers from LightSpeed and six other university students to build a gift card system for an ecommerce platform
- Created a responsive front-end UI using React.JS that allows users to purchase, validate, and add funds to cards

#### **Autonomous Tower Building Robot - Software Lead**

October - December 2017

- Divided tasks amongst members, managed GIT repository, report software team's progress with other division leads
- · Designed and implemented detection and avoidance algorithms in Java to help the robot find blocks on a grid
- Produced code to maneuver lifting claw designed by the hardware team to collect blocks

Anime Suggestions October 2017

- Built a recommendation engine in Java that suggests Anime to users based on a list of ones they currently enjoy
- Used the OpenNLP library to parse synopses from MyAnimeList's API for keywords to formulate suggestions
- Designed a ranking algorithm based on number of related items, similarity factor and internet ratings

#### What Should I do Today? - 2nd place at Angel Hack

June 2016

- · Built a web app in JavaScript that allows users to explore tourist attractions around the world by clicking on a map
- Used Expedia's API to retrieve information and Google Maps API to show interactive panoramas of each destination