JENNY LAM
Bachelor of Science | Major in Computer Science
jennylam7@hotmail.com | (778)-888-9108 | pikajen.github.io

TECHNICAL SKILLS

Programming:	Java, C/C++, C#, HTML, CSS, Python, JavaScript
Database:	MySQL, MongoDB, PostgreSQL
Tools/Framework:	Eclipse, Android Studio, Appium, IntelliJ, Unity, Qt, GitHub, Microsoft Visual Studio, Bootstrap, PSoC Creator, Heroku, SQL Server Management Studio, React, Express.js

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WORK EXPERIENCE

Software Developer – picoTera Electronics Inc.   *July 2017 – Aug 2018*

-Implemented and tested new services written in C for a microcontroller firmware including dynamic noise cancellation, audio streaming, Push to Talk functions etc.
-Achieved the configuration of interfacing the microcontroller with an external I2S audio codec to play and process audio packets
-Maintained and developed new features for the customer user Android application that communicates with the microcontroller through Bluetooth Low Energy
-Reformatted the firmware code into independent modules to ensure a faster debugging process and better maintainability

Teaching Assistant – The University of British Columbia   *Sept 2016 – April 2017*

-Teaching Assistant for CPSC 304 (an introduction course on relational database) and for CPSC 121 (models of computation)
-Prepared and facilitated tutorial sessions every week
-Held weekly office hours to provide one-on-one assistance for students
-Graded weekly assignments and provided helpful comments and criticism
-Coached students through each development phases of their final project

Junior Programmer – Nippon Telegraph and Telephone Corp   *Sept 2015 – Dec 2015*

-Development of a GUI simulator application with C++ for evaluation and demonstration of communication network resource control algorithms
-Implemented graphs, charts and a map demonstrating data transmissions between antennas and users that updates in real-time
-Researched and presented a more efficient approach in developing the program in which was approved by my supervisor
-Pooled in ideas to improve the GUI simulator after accomplishing the basic structure
-Presented my project to the whole department in which I received positive feedback

Junior Programmer – Jomar Softcorp International   *May 2015 – Aug 2015*

-Participated in the development of a report subsystem using Microsoft Report Services for the new JOMAR Insurance Package
-Produced and deployed such reports on the client's site which is now in production
-Written SQL views and queries to extract specific, accurate data for each unique report

Quality Assurance Engineer – Visier   *Sept 2014 – April 2015*
  -Regression testing to ensure company products contain no errors and are ready for deployment
  -Developed test strategies with product developers to create testing plans for new product features
  -Implement automation tests for the company's mobile app using Appium framework

PROJECTS

Smart Brain React Application   *Nov 2018*
  -A responsive React web application that utilizes the facial recognition feature in the Clarifai API to detect faces on user input images
  -Implemented a login and registration system which allows user information to be synced to a database that was created with PostgreSQL
  -Achieved a secure storage of password by using Bcrypt to hash all user password in the database

Walmart Product Viewer Android Application   *Oct 2018*
  -Designed and implemented an Android application that parses HTTP responses from the Walmart Open API to display a list of categories and paginated products in Walmart
  -Implemented a search engine to allow the user to filter displayed products by keyword
  -Improved the performance of traversing pages by buffering the next page of products and storing the previous product pages in a stack

2D Galaxy Shooter Game   *Sept 2018*
  -Developed and deployed a 2D galaxy shooter game with Unity
  -Wrote game logic in C# including scripts for enemy AI behaviour, player movements, receiving user inputs, power-ups, high score system etc.
  -Created a commercial quality product by adding animations, sound effects, and background music into the game

3D Sci-Fi Tech Demo   *Sept 2018*
  -Developed and deployed a 3D first person controller game in a sci-fi setting with Unity
  -Integrated first person player perspective by implementing camera movement with the mouse and using a navigational mesh to limit player movements

Collaborative Comic Book Web Application   *Jan 2016 – March 2016*
  -Developed and deployed a full stack comic book application on a web platform for the creation and visualization of comic strips
  -Utilized Express.js as the server web application framework for Node.js
  -Prototyped the application and utilized Bootstrap customization to ensure a user-friendly and stylish interface

EDUCATION

University of British Columbia (Vancouver)   *Graduation: May 2017*
  Bachelor of Science – Computer Science Major