Randy Lam

(415) 672-3032 / rlam27@ucmerced.edu
GitHub: https://github.com/rlam15

EDUCATION

University of California, Merced
Bachelor of Science, Computer Science & Engineering   Expected Graduation: May 2019

Related Coursework: Algorithm Design and Analysis, Object Orientated Programming, Principles of Information Systems, Robotics, Computer Networks, Artificial Intelligence, Digital Imaging Processing, Discrete Mathematics.

SKILLS

Languages: Bilingual in Cantonese Chinese
Technical: C++, Java, HTML, Python, Microsoft Word, Microsoft PowerPoint, Java Script.

EXPERIENCE

Society of Asian Scientist and Engineers (SASE) – Member & Web Master, *Merced, CA*   February 2018-Present
- Updated and designed SASE's website, Facebook, and Instagram.
- Consulted with fellow board members to achieve a goal.
- Generated PowerPoints depending on the specific event.

Test Assistant at Adecco, onsite with Waymo   June 2018-August 2018
- Provided real life scenarios to test the limits of self-driving cars
- Worked with vehicle operators to achieve necessary test results.
- Trouble shooting self-driving cars.
- Maintained auxiliary vehicles.

University of California, Merced – Student Assistant, *Merced, CA*   August 2016-May 2018
- Consolidated with coworkers as a team to complete a task or solve a problem.
- Created a safe and friendly environment for all employees and customers.
- Assist customers with their questions and their needs.
- Provided fast and effective customer service.

PROJECTS

Brick Breaker   March 2018
- Presented this game in front of the whole class talking about how we split up the work and the issues we faced and solved as a team.
- Implemented game logic of the paddle and bricks in C++ by using object orientated programming principles.
- Taught other members how to utilize GitHub increasing our efficiency.
- Used Photoshop to create the graphics of the paddle and brick.
- Debugged and offered ideas on "cheats" for the game.

Treasure Hunter   December 2018
- Implemented the robot's camera sensor in C++ to detect walls and treasures.
- Made sure the traversing node of the robot was compatible with the sensor node.
- Weekly checkups to discuss progress and any questions that need to be addressed.
- Trouble shot errors when robot couldn't traverse across certain section of the map.