ANTHONY LAM

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EDUCATION

University of Pennsylvania

August 2023 - May-2025

Masters Computer & Information Technology (Computer Science)

Overall GPA: 3.59

University of Texas at Dallas

August 2018 - Dec-2021

Bachelor of Arts in Mathematics

Overall GPA: 3.47

PROJECTS

Interactive Pokémon Map Simulator

June 2024

- Engineered and deployed a responsive web application using Angular and Java Spring Boot, simulating location-based
 Pokémon encounters to enhance user interaction and game-like experience.
- · Implemented real-time state management and dynamic content rendering, enabling users to customize encounters based on criteria such as location and encounter method.
- · Integrated PokeAPI for comprehensive Pokémon metadata, optimizing data retrieval through efficient caching strategies to improve application performance.

Video Game Price Tracker

*M*arch 2024

- · Developed a Pokémon game price tracking application using Python and Selenium for web scraping to gather price data from multiple online retailers.
- · Implemented data analysis and visualization techniques using Pandas and Matplotlib to monitor and display price trends over time.
- · Enhanced user experience with a user-friendly interface and automated email alerts for significant price changes, ensuring timely updates for users.

Spring Boot Baseball Players Directory Application

January 2024

- · Developed a web-based application for managing a directory of baseball players using Spring Boot, and implemented extensive unit testing using Mockito,
- · Implemented RESTful services and Thymeleaf templates to create a dynamic and interactive user interface for adding, updating, deleting, and searching for player information.

TECHNICAL STRENGTHS

Computer Languages Java, Python, C

Web Technologies HTML, CSS, JavaScript, Git Frameworks Springboot, Angular

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Databases PostgreSQL

Other Docker, AWS, Junit, Mockito

EXPERIENCE

Richardson ISD

August 2021 - August 2023

Richardson, TX

- Secondary Mathematics Teacher / Student Teacher
- Demonstrated quick, on-the-fly problem-solving under high-stress classroom situations
- · Proficient in analyzing student performance data to tailor teaching strategies, paralleling the use of data analysis in software engineering to drive decision-making.