

Yen Lam

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SUMMARY

A senior Computer Science major with diverse experience in full-stack web and mobile development, obtained through academic coursework, personal projects, and programming competitions. Quick to learn and adapt, with a strong work ethic and proven ability to excel in both collaborative and independent settings.

Grand Valley State University | Allendale, MI
B.S. Computer Science

Expected Graduation Date: **04/2025**
GPA: **3.78**

WORK EXPERIENCE

Best Artistic Expression Winner | [SpartaHack 2025](#) **February 2025**

- Built and deployed a web app in 24 hours that blends music exploration with intuitive technologies, enabling users to interact with music by simply moving their hands in the air.
- Collaborated closely with the team under time constraints to devise an algorithm that converts hand coordinates into sound notes, seamlessly syncing with hand movements.

3rd Place Winner | [Rewriting The Code Hack 2024](#) **February 2024**

- Developed a web app within 24 hours, using React.js, RapidAPI, Figma and other Javascript libraries.
- Created dynamic React components, fetched data from RapidAPI, and integrated it into a map displaying nearby sustainable clothing stores based on the user's location.

Software Engineer Intern | [PromoterMotor](#) **January - July 2024**

- Maintained and debugged Google Apps Script code of the company's Google Workspace.
- Assisted in resolving Google Tag Manager (GTM) and Google Analytics tracking configuration issues, ensuring precise web traffic tracking and proper GTM tag functionality.

PROJECTS

Serverless and Scalable Personal Website ([code](#)) **March 2024 - Present**

- Developed a portfolio with Next.js, deployed and hosted on AWS Amplify.
- Built a serverless RESTful API using Node.js on AWS, utilizing API Gateway, Lambda, SES, and DynamoDB for secure, scalable and efficient backend operations.

QuickDraw ([code](#)) **December 2024 - Present**

- Developed a Python-based project inspired by Google's Quick, Draw game, allowing users to doodle in the air using a webcam for real-time interaction.
- Implemented real-time hand landmark detection for doodling with the index finger, and trained a Multi-Layer Perceptron model to predict user drawings with **over 80% accuracy**.

Full-stack Intelligent Athlete Tracker ([demo](#)) **August - December 2024**

- Developed a cross-platform mobile app using the MERN stack, utilizing devices' built-in cameras and ROC.ai's technology to help coaches and parents record and monitor athlete performance, offering a **low-cost alternative** to existing solutions.
- Utilized Auth0 for authentication, and used MongoDB with GridFS to manage standard data and large video files.
- Adopted Scrum methodology and tracked project progress using Jira to ensure timely delivery and flexibility.

SKILLS

Programming Languages: TypeScript, JavaScript, Python, Java, HTML, CSS, SCSS, C, C#, SQL

Technologies/Frameworks: React.js, Next.js, React Native, Expo, Express.js, Node.js, MongoDB, TailwindCSS, Flask, Django, ASP.NET, AWS, Git, Jira, Scrum, Figma, Github, VSCode, Visual Studio, Android Studio