

# King Lai

647-247-3898 • [kingylai@gmail.com](mailto:kingylai@gmail.com) • [linkedin.com/in/kinglai23/](https://www.linkedin.com/in/kinglai23/) • [github.com/KingLai23/](https://github.com/KingLai23/) • [kingylai.com/](http://kingylai.com/)

## EDUCATION

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**University of Toronto - Scarborough**  
*Honours Bachelor of Science, Computer Science, Co-op*

Sep 2019 - Jun 2024  
*High Distinction - 3.75/4.00 GPA*

## PROFESSIONAL EXPERIENCE

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### Software Developer Intern

May 2022 - Dec 2022

*Dayforce Inc. (formerly Ceridian)*

- Developed frontend web software with React in TypeScript and backend software in C# working with REST APIs, implementing new features according to user stories and the provided UI/UX designs.
- Triaged test automation failures by investigating the root causes of failures and developing solutions to prevent future test suite runs from having obscured test results.
- Wrote and published Confluence documentation, detailing methods to mitigate flaky tests on Cypress and providing guidelines for writing stable Cypress integration tests.
- Developed unit, end-to-end, and integration tests with Specflow in Gherkins and Cypress in TypeScript.

### Software QA / Software Developer Intern

May 2021 - Dec 2021

*Rakuten Kobo Inc.*

- Thoroughly tested and debugged .NET software using Jenkins to practice continuous integration and attended daily release meetings to push code into the production code base.
- Developed web software using C# and CSS to address user reported bugs and wrote SQL scripts to apply configuration changes to the production website.
- Debugged and resolved intermittent integration test failures written with Ruby using Allure Report on the Jenkins Pipeline.

## PERSONAL PROJECTS

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### Scrabble Calc Web Tool

Sep 2022 - Dec 2023

- Wrote a web application to automate score calculations for Scrabble games, save games, display various high scores, and perform analytics on players' Scrabble performances.
- Uses Node.js to implement a GraphQL API that stores and retrieves Scrabble games from MongoDB.
- The frontend is written with React in TypeScript and uses the ApolloClient to perform queries and mutations with the GraphQL API.

### Puzzle – Minecraft Server Administrator

May 2020 - Mar 2021

- Developed software to run a Minecraft server which can start, stop, restore, backup, and manage multiple Minecraft worlds through a command line and web application user interface.
- Automatically executes daily backups, as well as long term backups once a week, where the world files are stored both locally and on a remote SVN repository.
- The command line version is written in Bash for the Linux terminal and the web app is written with React, where the backend implements a REST API using SpringBoot in Java.

### SportCred Web Applicaton

Sep 2020 - Dec 2020

- Developed a web application with a 7 person team following the Agile Methodology utilizing Jira.
- Designed with an MVC software design pattern, it implements React on the frontend, a REST API on the backend, and a Neo4j database.
- Implemented database queries on the backend with SpringBoot in Java, and developed frontend software with React, making HTTP requests to the REST endpoints using Axios.

## SKILLS

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**Languages:** Java, Python, JavaScript, TypeScript, C, Shell, Bash, SQL, HTML, CSS

**Technologies:** React, Cypress, Neo4j, MongoDB, REST, Git, SVN, Linux, Jira, Agile Methodology