

# Alan Lam

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## Education

California State University, Los Angeles	Jan. 2022 - Present	Master's Degree in <b>Computer Science</b>	
University of California, San Diego	Sep. 2015 - Dec. 2019	Bachelor of Science in <b>Math-Computer Science</b> Minor in <b>Math Education</b>	GPA: 3.5

## Experience

<b>Software Engineer</b>	Vocareum	Sep. 2020 - Present	<ul style="list-style-type: none"><li>• Various software engineering tasks</li></ul>
<b>Software Engineer</b>	Edthena	Jul. 2020 - Sep. 2020	<ul style="list-style-type: none"><li>• Used Jest to write backend tests for the Edthena platform</li></ul>
<b>Game Developer</b>	Creative Wisdom Games	Jun. 2020 - Sep. 2020	<ul style="list-style-type: none"><li>• Designed and built mini-games to expand the existing collection of mini-games for Pearls of Wisdom</li></ul>
<b>Computer Science Instructor</b>	ThoughtSTEM	Jul. 2019 - Mar. 2020	<ul style="list-style-type: none"><li>• Taught ~80 K-5th students in after school programs how to make games in Racket</li><li>• Co-led a data science bootcamp of ~30 high school students</li><li>• Employed language-learning tactics to teach students how to learn programming languages</li></ul>
<b>Computer Science Tutor</b>	University of California, San Diego	Jul. 2019 - Sep. 2019	<ul style="list-style-type: none"><li>• Tutored for CSE 7, Introduction to Programming with MATLAB and COGS 18, Introduction to Python</li><li>• Worked with ~20 students on a weekly basis to guide them through coding labs and assignments</li><li>• Improved student understanding of course concepts by creating resources for explanations and final exam practice problems</li></ul>
<b>Programming Instructor Aide</b>	UC San Diego Extension	Jan. 2019 - Sep. 2019	<ul style="list-style-type: none"><li>• Assisted high school students with debugging iOS and Android apps</li></ul>