

Christopher Lai

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EDUCATION

CUNY Hunter College
Bachelor of Arts in Computer Science (GPA: 3.85, Dean's List)

New York City, NY
Aug 2020 - May 2024

SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Python, C/C++, SQL, Dart, Lua

Frameworks: React, React Native, Next.js, Tailwind CSS, Node.js, Express.js, Flutter

Technologies: Git, Firebase, Linux, Postman, PostgreSQL, MySQL, MariaDB, MongoDB, Supabase, Figma

Certifications: [CodePath Certificate in Intermediate Software Engineering \(Summer 2022\)](#)

EXPERIENCE

CUNY Hunter College - Instructional Computing & Information Technology Department

New York City, NY

Web Designer

Apr 2024 - Present

- Design, publish, and maintain WordPress web pages for Hunter College, ensuring WCAG compliance and applying UI/UX best practices to improve accessibility and usability for 10,000+ monthly users.
- Developed a Python script using the requests, BeautifulSoup, and urllib.parse libraries to automate legacy CMS website scanning, extracting unique page and file links, eliminating manual errors by 100%, and streamlining the web content migration process.

ACJ International Realty LLC | <https://acjinternationalrealty.com> | [GitHub](#)

New York City, NY

Freelance Web Developer

Nov 2023 - Dec 2023

- Designed and launched a responsive website for a real estate firm using Next.js, Tailwind CSS, and MongoDB.
- Integrated Nodemailer module and custom APIs to send contact form responses to designated emails.
- Employed MongoDB for robust storage and secure monitoring of contact form submissions.
- Optimized website performance and SEO using Tailwind CSS and Next.js, achieving faster load times and higher search engine visibility through code minification, lazy loading, and metadata optimization.

NYC Department of Social Services

New York City, NY

Data Analyst Intern

Jul 2022 - Aug 2022

- Processed an average of 200 invoices daily into a cloud-based system, ensuring accurate records.
- Analyzed 10,000+ invoices using SQL/Excel, creating reports to enhance team efficiency and decision-making.

PROJECTS

LockySpots (Bike Parking) | <https://bike-parking.vercel.app> | [GitHub](#)

Feb 2024 - May 2024

- Led and collaborated with 3 developers to create a full-stack crowdsourced bike parking platform that locates every bike rack and street sign in NYC using Next.js, React Leaflet, NYC Open Data APIs, and ArcGIS.
- Leveraged Supabase for user authentication, RBAC (Role-Based Access Control), database management, and backend operations.

YouTube Weekly 100 | <https://yt-weekly-100.web.app> | [GitHub](#)

Feb 2024 - Mar 2024

- Developed a Flutter web app that showcases the top 100 trending YouTube videos, utilizing Flutter framework, Dart programming language, and YouTube Data API.
- Implemented Firebase for user authentication, storage, and hosting, and designed a Firestore database to securely store user data, including credentials and favorite videos.

RestVT | nyc-restaurant-violations.vercel.app | [GitHub](#) | [HackCUNY 2024 Data Science Winner](#)

Feb 2024

- Developed a dynamic web app using Next.js and public datasets/API from NYC Open Data that highlights NYC restaurants with health and safety violations on an interactive map interface.
- Leveraged OpenLayers API to create an interactive geographical map that marks the locations of restaurants along with their associated violations.

Dark Mode | [Chrome Extension](#) | [GitHub](#)

Dec 2023 - Jan 2024

- Developed and released a Chrome extension that converts bright color schemes on a web page to a darker tone using JavaScript, HTML/CSS, and Chrome Extension APIs.

Multisweepers | <https://multisweepers.netlify.app> | [GitHub](#)

May 2023 - Nov 2023

- Developed a multiplayer web app based on the game Minesweeper using JavaScript and HTML/CSS.
- Utilized the WebSocket API to facilitate bidirectional communication between clients and the server, enabling real-time transmission of game state updates and player interactions.
- Implemented a fully functional multiplayer game system that monitors and tracks client/server-side events including server status, chat messages, player events, and player scores.