

Zachary Lai

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EDUCATION

University of California, Irvine **Expected June 2026**

- Bachelor of Science, Computer Science, Specialization in Intelligent Systems, 4.0

Las Positas College / Chabot College **June 2024**

- Associate of Science, Computer Science

EXPERIENCE

Walmart Global Tech **June 2025 – August 2025**

Software Engineer Intern Sunnyvale, CA

- Refactored 20+ iOS components in Swift across mobile app to a new company wide design pattern.
- Created automation tool to streamline component migration process, reducing manual refactoring time down 70%, by custom engineering GitHub copilot prompts.

HYEL **September 2024 – November 2024**

Student Software Developer Remote

- Designed and developed a rhythm-based iOS game for a multi-game app, including game mechanics, design, and audio synchronization and creation.
- Conducted iterative testing and user feedback sessions to refine design and ensure a polished user experience.

Startup in stealth mode **January 2024 – March 2024**

Machine Learning Research Assistant Remote

- Analyzed and modified Python algorithms focusing on predicting relationships in dynamic networks using statistical methods.

PROJECTS

Academic Assistant | [GitHub](#) | (Python, React, OpenAI API) **September 2025 – December 2025**

- Developed a full-stack generative AI chatbot to assist UC Irvine students with course selection and graduation planning, tailoring recommendations to user interests and difficulty preferences.
- Developed a transcript parsing pipeline to extract unstructured data from student records and convert it into structured JSON objects for degree progress analysis.
- Integrated OpenAI API for natural language interaction with custom course selection and planning algorithms.

LiveLang | [Link](#) | (JavaScript) **October 2025 – Present**

- Context-aware Chrome Extension that teaches users new languages by displaying lessons and quizzes during browsing based on the content of the current webpage.
- Integrated Chrome's on device Gemini Nano to analyze extracted webpage text, using system instructions to select contextually relevant vocabulary and generate word translations with accompanying usage context.

Fantasy Soccer Point Predictor | [GitHub](#) | (Python,scikit-learn,pandas) **April 2024 – August 2024**

- Utilized a predictive model using Random Forests to estimate fantasy soccer players' points per game.
- Assisted team management through custom algorithms, streamlining player selection based on projected points, cost, and upcoming fixtures.

ACTIVITIES

Artificial Intelligence Club at UC Irvine **August 2025 – Present**

Technical Project Lead Irvine, CA

- Leading a team of undergraduate students to build and deploy a production ready version of an AI-powered academic planning application.

SKILLS

Programming Languages: C++, C, Python, JavaScript, HTML, CSS, Swift

Technologies/Frameworks: scikit-learn, NumPy, pandas, Flask, Git, React, UIKit