

Nien Lam

New York • NY • nienlam@gmail.com • nienlam.com

Qualifications

- 9 years of professional software development experience.
- 4 years managing and leading a team of software developers.
- Effective in communicating status of projects with management and other stakeholders.
- Accomplished in designing real-time applications for data visualization and analysis.
- Experienced in delivering robust solutions in a fast-paced collaborative environment.
- Skilled in interactive design and passionate about physical computing and UI design.

Education

New York University

New York, NY 2011

Tisch School of the Arts

Masters in Interactive Telecommunications

University of Southern California

Los Angeles, CA 2001

Viterbi School of Engineering

Bachelors in Computer Engineering & Computer Science

Coursework: Animation • Art Direction • Art History • Cinema Studies • Toy Design • Game Design • Algorithms Analysis • Artificial Intelligence • Computer Graphics • Linear Algebra • Operating Systems

Experience

Bloomberg L.P.

New York, NY 2002 – 2009

Lead Developer & Project Manager

(2005 – 2009)

- Managed 7 developers in building applications for analyzing Commercial MBS and real estate.
- Established requirements and business goals with product managers and customers.
- Interfaced and built working relationships with internal groups and partners.
- Designed and presented functional prototypes to advance product development.
- Established standards and best practices to promote code reliability and consistency.
- Provided mentorship and career development for team members.
- Screened and interviewed prospective candidates for open R&D positions.

Senior Software Developer

(2002 – 2005)

- Developed high performance client-server applications in a large-scale software system.
- Interpreted and implemented financial models for securities pricing and analysis.
- Built automated back-end systems for processing large financial data sets.
- Maintained high product reliability by quickly diagnosing and resolving client-facing issues.

About.com

New York, NY 2001

Web Developer

- Generated HTML, JavaScript and XML to support pay-per-click advertising products.
- Designed and developed user-interfaces and CGI scripts for dynamic web applications.
- Used Oracle database with SQL to manage information.

Thirsty.com

Los Angeles, CA 2000

IT Intern

- Assisted in designing network architecture and Unix system administration.
- Configured, maintained, and managed over 80 workstations.

Skills

Programming: C/C++, Objective-C, Java, Perl, PHP, JavaScript, ActionScript, OO Design
OS / Platform: Unix, Linux, Windows, OSX, Cocoa, iPhone
Graphics: Photoshop, Illustrator, Flash, After Effects, Director, 3D Studio Max
Prototyping: Arduino, Basic Stamp, Processing, Model and Mold Making
Other: Photography, Welding, Cel and Computer Animation, Final Cut Pro