Yang Lu

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SKILLS

Languages

- C
- C++
- Obj. C
- Java
- Kotlin
- SQL
- HTML
- JS
- Ada
- Python

Technologies

- Amazon Web Services
- Git
- Apache Ant, Ivy, Maven
- Jenkins
- OpenAPI Specification
- JIRA
- Confluence
- IBM Rational ClearCase & ClearQuest

HACKATHONS

QHacks 2018

- Crypto-Wallet Statistical Analyzer
- Microsoft Azure, Twilio
- Java in Android Studio

Hack the North 2016

- Augmented Reality (AR) Shopping App
- Google Cloud Vision, Firebase, XECD, Coinbase
- Java in Android Studio

MLH Spring Finale 2016

- Head Tilt Mouse Cursor Controller
- BluetoothLeGatt, Firebase
- C in Arduino

IBM's Watson IoT Hackathon 2016

- AI Tour Guide
- IBM's Watson AI, Node-Red, Julia-Pi, Twilio
- JS in VS Code

EDUCATION

University of Waterloo

Bachelor of Software Engineering
Expected April 2020

EXPERIENCE

ZYNGA | Software Engineering - Games

May 2018 – Aug 2018 | Toronto, ON

- Constructed UI and business logic for the **new feature** – daily quests
- **Prototyped** profile borders feature for future releases
- Implemented timed **push notifications** with deep link functionality
- Updated the game client to adapt to new backend **server architecture**
- Performed **variant testing** while implementing various user quality of life changes on Android and iOS

XE.COM INC. | Applications Developer

Sept 2017 – Dec 2017 | Newmarket, ON

- Created 2 **REST API clients** for XE Currency Data in Node.js & Python
- Wrote **automated test scripts** for the API clients utilizing Mocha and Chai (Node.js) and the unittest library (Python)
- **Migrated old database jobs** from Ant to Jenkins
- Developed the **bot response module** for the XE Bot framework
- **Back-filled flat data** by drawing raw rates from AWS S3 buckets, processing the data locally, and matching the data with live keys
- Built **interactive documentation** for developers, easing API usage

GENERAL DYNAMICS MISSION SYSTEMS | Software Engineer

Jan 2017 - April 2017 | Ottawa, ON

- Created and edited **comprehensive documentation** on all stages of the top-down development process to provide non-technical readers an understanding of the tasks at hand
- Formally verified, edited, and executed multiple inspection, analysis, and white-box **test cases**
- Reproduced, traced, and **resolved bugs** in an 800,000-line codebase

ONTARIO SHORES CENTER | Business Intelligence Developer

May 2016 – Aug 2016 | Whitby, ON

- Created SQL scripts to organize and aggregate millions of data entries to assist other departments in business decision making
- **Automated report generation** with menus and allows user set parameters in Visual Studio. Sped up delivery of KPI reports from **weeks to minutes**
- Communicated with end users for feedback and incorporated requests into the automated reports in an **agile/scrum environment**

PROJECTS

CHEAT ENGINE SCRIPTING AND HACKING - CE

- Tested for client calculated operations vs. server sent commands
- Performed **packet analysis** to discover game vulnerabilities
- Gathered & altered memory values by **parsing obfuscated assembly**

2-D RUBIK'S CUBE SIMULATOR – Eclipse, Netbeans

- Designed and built the **GUI and solving algorithms**
- Implemented user-friendly functions, such as undo, redo, high score, move-set demonstrations, and a cube randomizer