Yang Lu

Software Engineering
University of Waterloo

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SKILLS

Proficiency: C, C++, Java

Experienced: HTML5, JavaScript, RobotC, Flash(ActionScript) Platforms: Windows, Linux, Android, Google Chrome

EXPERIENCES

Below the Cup, Junior Achievement Company — *CTO* September 2014 – February 2015

- Short term Start-up Company comprised of students to experience the corporate process
- Lead my own department and wrote reports
- Designed and built the company website from scratch, integrated HTML code to synchronize it with twitter feed

High School Computer Science Club — *Leader, Founder* September 2013 – May 2015

- We taught Flash and Java to our members of various grades to create simple flash games
- Organized/partook in official and interclub competitions

High School Robotics Club — *Programmer*

October 2013 – March 2015

- Team claimed number 1 spot in Western Canada
- Coded movement and pneumatic valve controls
- Applied algorithms and physics to adjust individual wheel spin speed for turning and braking

Telus SPARK, the Science Center — *Volunteer Facilitator* May 2012 – July 2015

- Total of 450 hours of volunteer work
- Deconstructed, modified, and then reconstructed a variety of electronics for safer future experimentation
- Monitored exhibits, answered scientific inquiries from guests
- Performed lab experiments and coordinated group activities

Calaway Park — Rides Operator

July 2013 – October 2013

- Full time job at an amusement park
- Operated rides, ensured cleanliness, safety, and dealt with any issues that may have arose amongst the guests

TRAITS

Keen Learner – always excited to solve new challenging problems

Organized – good time management, task prioritization, and version control

Open-minded – open to suggestions and view everything as a learning opportunity **Creative** – can see new approaches to old problems

Focused – work at extraordinary paces with a clear goal in mind

Firm – never give up, never give in, code until it works

Social – great at communicating ideas or proposing resolutions to issues

AWARDS

Michael Smithson Sci. Exam – 1st in Alberta Euclid Math Contest – top 10% consistently AMC – high achiever, qualifies for AIME

PROJECTS

2-D Rubik's Cube Simulator

Java using Netbeans & Eclipse IDE Used Netbeans to create a 2-D coloured layout of a Rubik's Cube. Users can then randomize it and attempt to solve the cube. Features include clicking buttons to rotate the surfaces, undo, redo, and to instruct the program to solve the cube, displaying steps.

Switch - Webpage launcher & closer

HTML5, JS into Chrome Extension With the click of a single button, users can open the websites they have set, and if they are already open, it will close them all. Great for saving time when deciding to take a break from studying or when a default setup is required for some event.

INTERESTS/HOBBIES

Huge Fan of Star Wars Avid gamer Working on scripts and chrome extensions Hiking