Allison Lu

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Education

Georgia Institute of Technology Master of Science in Computer Science   **Aug. 2023 – May 2024**
    Concentration: Computer Graphics
        GPA: 4.0
Georgia Institute of Technology Bachelor of Science in Computer Science   **Aug. 2020 – May 2023**
    Concentration: Intelligence and Media

Work Experience

ADP – Global Product and Technology Intern   **May 2023 – Aug. 2023**

- Developed a AWS Step Function Monitor to easily detect errors and locate them within step functions, resulting in a significant decrease in time needed to locate and fix issues
- Utilized AWS Lambdas, Serverless, and Node.js to create a Slack bot that sends alerts and updates regarding hundreds of executions of monitored Step Functions

Digital World Imaging Group – Research Assistant   **Aug. 2022 – Dec. 2022**

- Prototyped Vive and Oculus Quest Pro mixed reality applications to help doctors diagnose blind spots of AMD patients
- Built AR visual cues for patients using SRworks, OculusXR, OpenXR, C# and Unity

Aprio – Data & Analytics Intern   **Nov. 2021 – May 2022**

- Developed a .NET Razor Pages web application with a HTML/CSS/JS frontend, and a C# backend with a SQL database to migrate client software to a cloud web application
- Constructed a demo client portal that uses Tableau REST API to display hundreds of dashboards and views for clients

Projects

Slider – Programmer
https://store.steampowered.com/app/1916890/Slider/

- Utilized Unity and produced a 2023 IGF winner for best student game, releasing on Steam in 2024
- Devised and implemented a graph-like factory system to create and merge shapes for puzzle progression within a level
- Coded an update system to update the graph's edge set when the setting changes as tiles are moved within the game

Metro Atlanta Trail Report – Programmer

- Mobilized a MERN stack to create an interactive web application for users to find and interact with trails in the Atlanta area
- Created a MongoDB database to create a central location for aggregated data from public government ArcGIS maps
- Engineered a React application to display an interactive map with a pin system for users to communicate problems with Root Local and government officials to better maintain trails

YouTrend – Programmer
https://bate098.github.io/

- Used the scikit and numpy libraries and trained machine learning threshold regression models to predict the popularity of a YouTube video resulting in a model with 80% accuracy

Leadership

Video Game Development Club – President   **Jan. 2022 – Current**

- Cultivate an encouraging and educational game development environment for 200+ students
- Leading and supporting 25 team leads to develop 18 quality video games over 3 semesters
- Hosted a 48 hour overnight Global Game jam site with 100 participants
- Doubled VGDev's campus outreach and member count by publicizing organization activities at events and on social media

Metro Atlanta Trail Report – Programmer   **May 2023 - Current**

- Organized the convention WreckCon with an attendance of over 2000 to celebrate Georgia Tech organizations
- Facilitated and managed 50+ volunteers and organization members to help organize and run the event

Skills

Programming Languages: Java, C#, C, C++, Python, HTML, CSS, JS
Framework/Libraries: Unity, Unix, .NET, Node.js, React, Firebase, Processing, OpenGL, NumPy scikit, MongoDB, AWS, Serverless, HTTP
Design: DaVinci Resolve, Figma, Canva
Misc: English, Mandarin, Cantonese, 3D Math, Agile Development