

Allison Lu



U.S. Citizen



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www.allisanlu.com

Education

Georgia Institute of Technology Bachelor of Science in Computer Science

Aug. 2020 - May 2023

Concentration: Intelligence and Media

GPA: 3.88

Related coursework: AI, Machine Learning, Computer Graphics, Computer Animation, Data Structures, Algorithms

Georgia Institute of Technology Masters of Science in Computer Science

Aug. 2023 - May 2024

Concentration: Computer Graphics

GPA: 4.0

Work Experience

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 - Software Engineering Intern

Nov. 2021 - Apr. 2022

- Developed a .NET web application with a HTML/CSS/JS frontend, and a C# backend with a SQL database to migrate client software to a cloud application
- Constructed a demo client portal that uses Tableau REST API to display hundreds of dashboards and views for clients
- Updated 200 dashboards in Tableau online for clients to view financial reports and make optimal decisions
- Drafted prototypes with Figma to better envision and discuss goals between the development team and client

Projects

Pool - Full Stack Developer

- Created a lightweight carpool planning web application with a React frontend and Node.js backend
- Utilized a Firebase database for storing data about carpooling events and chat data
- Designed web page and used Material UI and Motion libraries for a better user experience on both mobile and PC

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 with about 80% accuracy

Paper Planes - Team Lead, Lead Programmer

<https://allisanlu.itch.io/paper-planes>

- Led a team of 40 over 5 months to produce the game Paper Planes in Unity with C#
- Coordinated and mentored a group of 21 programmers to develop using GRASP and SOLID principles
- Completed core fundamental architecture: level systems, the item, resource, and dialog systems
- Programmed wind physics to implement the core game mechanic of swipe controlled plane movement

Dango Ploof Crochet Store - Owner, Lead Programmer

<https://www.dangoploof.com/>

- Deployed React web application utilizing Firebase to sell crochets by allowing customers to view and order items
- Manage social media with 1000+ followers to promote the store and increase sales
- Sold to 40+ customers situated in 4 different countries, earning profit totaling over \$1,200

Leadership

Video Game Development Club - President

Jan. 2022 - Current

- Cultivate an encouraging and educational game development environment for 400+ students
- Leading and supporting 25 team leads to develop 18 quality video games over 3 semesters
- Hosting a 48 hour overnight Global Game jam site with 100 participants
- Organizing the convention Wreckcon with an expected attendance of over 800 to celebrate Georgia Tech organizations
- Doubled VGDev's campus outreach and member count by publicizing organization activities at events and on social media

Skills

Programming Languages: Java, C#, C, C++, Python, HTML, CSS, JS

Framework/Libraries: Unity, Unix, .NET, Node.js, React, Firebase, Processing, OpenGL, NumPy, Material UI, Motion, scikit, MongoDB

Design: DaVinci Resolve, Figma, Canva

Misc: English, Mandarin, Cantonese, 3D Math, Agile Development