Andrew Lou

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EDUCATION

Western University   London, ON | May 2023
Bachelor of Engineering in Software Engineering
Dean's Honor List: 2 consecutive years
GPA: 3.8/4.0

WORK EXPERIENCE

GODWISE INTERNATIONAL | Software Engineer Intern   London, ON | May 2021 – Aug 2021

- Improved personal web-developer skills working with company's team
- Designed, developed, and tested three features using **Python** and **Django**
- Implemented an automated cost tracker using **Amazon Web Services** API.

MAGNA INTERNATIONAL | CAD/CAM Engineer Intern   TianJin, China | Jul 2019 – Aug 2019

- Generated engineering drawings per automotive tooling standards using **SolidWorks** and **AutoCAD**
- Performed updates to existing designs using **SMIRT**, **CIMCO**, **PowerMILL** and **Tebis Programming**.
- Utilized **SolidWorks** to conceptualize, design, and improve tool and die pressing processes

DALIAN JIAOTONG UNIVERSITY | Robotics Engineer Intern   Dalian, China | Jul 2017 – Aug 2017

- Maintained documentation and programming of KUKA and PLC systems
- Executed processes for configuration of robot I/O, interface applications and program calls
- Participated in preparation and maintenance of robotic drawings and related configurations

PROJECTS

CONNECT-FOUR WEB GAME ↗   React, JavaScript, CSS | Nov 2021

- Developed and deployed a React app on Google Cloud VM Server
- Implemented React Hooks to update the game states

DISCORD SERVER BOT ↗   Python, Discord.py | Jul 2021

- Created a **Python** bot that mainly unitizes the **Discord.py** library and hosted on Heroku
- Developed extensive REST API to parse with JSON data
- Achieved at least 140 users on the platform
- Implemented 13 software updates after 38 user feed-backs

THUNDER OR BUST ↗   C#, Unity, Object-Oriented Design, Git | Jan - Apr 2021

- Managed a team of 5 with the development of a 2-D **Unity** RPG game remotely
- Implemented **object-oriented principles** such as inheritance, interfaces, and other **C#** properties
- Incorporated **UML** diagrams such as class diagrams, flowcharts, and sequence diagrams for defining the strategy
- Assigned 24 tasks to four team members for the implementation of movement and combat features
- Reduced the run-time of seven algorithms

SKILLS

Software Languages: Java, C++, Python, C#, SQL, Javascript/TypeScript, HTML/CSS, MySQL
Technologies: Git, REST API, React, Unity, JQuery, SolidWorks, AutoCAD, SMIRT, CIMCO, PowerMILL, Tebis, , Discord.py
Operating Systems: Windows, Linux, Mac OS X