

# Andrew Lou

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## EDUCATION

### Western University

BACHELOR OF ENGINEERING IN SOFTWARE ENGINEERING

Dean's Honor List: 2 consecutive years

GPA: 3.8/4.0

London, ON | May 2023

## 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

### PERSONAL PORTFOLIO WEBSITE

REACT JS, EXPRESS JS, NODE JS, BOOTSTRAP | NOV 2021

- Developed a full-stack, fully responsive personal portfolio website
- Implemented a back-end mail system to receive user messages
- Deployed entire website on Heroku

### 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, Bootstrap, Express JS, SolidWorks, AutoCAD, SMIRT, CIMCO, Discord.py

**Operating Systems:** Windows, Linux