Allen Peng Lu

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Self-motivated computing science student skilled in Object-Oriented design, and UI design and high-level module testing of elegant mobile applications to create captivating user experience. Well-versed in various algorithm design paradigms using discrete mathematics. Experienced in design prototyping and applying agile & scrum practices to development in teams of 3-6 people to deliver effective solutions efficiently.

Core Competencies

- UI Unit Testing
- CI Test Automation
- Java & Kotlin
- GitHub Workflows
- Android Studio
- UI Development

Education

- Computing Science, 3rd Year, University of Alberta (Sept 2016 – Scheduled for April 2021)

Personal Projects

Git handle: ApluUalberta

Mood-Tracker Android Studio Group Project (September 2019 – December 2019)
Glo – Android Mobile App
Github Link: https://github.com/CMPUT301F19T03/GroupProject1

- Programmed in Java, tracks a user reported emotional state and features intuitive and fluid user interface
- A collaboration of 6 group members using Github pull requests and SCRUM to encourage collaboration
- Google Maps and Firestore API to keep track of user data (moods, times, dates, reasons, and location)
- Automated Testing using TravisCI and Robotium
- Weekly scrum meetings with agile principles in mind, remote communication with discord, and extensive UML re-versioning using Github pull requests
- Required a presentation demo in front of 50 non-technical audience members

Bike ride Tracking Android Studio Project (September 2019 – October 2019)
RideBook – Android Mobile App
Github Link: https://github.com/ApluUalberta/RideBook

- Android Mobile Phone Application to track the bike rides of a given user
- Allows user to record a Ride's date, time, distance ridden, speed, cadence, and notes.
- Enforces proper time and date format
- Displays in a listview like a phone contacts application
- Programmed in Java

Arduino Powerlifting Lock Box (December 2019 – Present)
Chalk Bowl Locking Mechanism – Arduino Uno

- Satisfying customer concerns & criticism by communicating with non-technical users
- Programmed Arduino Project to make a Weightlifting Chalk bowl lockable
- 4-digit keypad verification password Solenoid Door lock mechanism with a 6V Relay
- Continuous prototyping of designs to refine the design upon implementing customer's goals

Hobbies

- Powerlifting, Drone Photography, RC Vehicle Modification, E-Commerce Entrepreneurship