**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**

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| * UI Unit Testing | * Java & Kotlin | * Android Studio |
| * CI Test Automation | * GitHub Workflows | * 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