

CLAIRE LU

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EDUCATION

University of Pennsylvania

Sept 2021 – May 2025

Digital Media Design — Computer graphics

GPA: 3.94

Relevant courses — *CIS 4600* Interactive Computer Graphics, *CIS 3200* Introduction to Algorithms, *CIS 2620* Automata, Computability, and Complexity, *CIS 2400* Introduction to Computer Systems

Activities — Writing tutor for Marks Family Writing Center, West Philly Swing Dance Troupe, UPenn's Upgrade Game Development Team

WORK EXPERIENCE

iOS Software Engineering Intern

May 2023 - Aug 2023

Queenly, San Francisco, CA

- Conducted A/B experiments, including one that led to a 40-100% increase in offer intents placed
- Analyze seller behavior by performing Python/MongoDB data queries and creating survey components
- Retrieve & update user following lists using Firebase API endpoints, and display user follow actions
- **Major projects:** Follow/unfollow feature, 3D dress render feature, *Your Likes* page redesign, General survey component, Python/MongoDB data queries, Homepage A/B experiments
- **Frameworks:** UIKit, ARKit, SceneKit, RealityKit, SDWebImage, Toast, FirebaseFirestore

Teaching Assistant – Mathematical Foundations of Computer Science

Jan 2023 - Present

University of Pennsylvania, Philadelphia, PA

- Co-lead recitations, coordinate lesson plans, present course content, hold weekly office hours

IT Intern

Jun 2022 - Jul 2022

Lavner Education, Philadelphia, PA

- Manage STEM classes, perform software setup on computers, troubleshoot internet access issues

PROJECTS

High Resolution 3D Models of Formal Dresses – *iOS in-app graphics, photogrammetry* 2023

- Produced high resolution 3D dress renders and developed code for integration into the Queenly app
- Managed end-to-end project scope from ideation & research phase to full iOS end-user experience
- Designed mockups in Figma including layouts for a home feed carousel & 3D dress viewing page
- Learned how to load models against a user's body as a basis for an augmented reality try-on feature

Fun Food Finder App – *webscraping, Java GUI app development*

2022

- Coded 80% of food app that uses Java's Jsoup library to webscrape HTML and locate specific recipes
- Responsible for writing program to establish website connection and access & parse relevant data
- Designed and implemented UI & UX for displaying recipes on Java GUI app based on user filters

SKILLS

Languages & Tools

Swift, Objective-C, Xcode, Java, Python, C++

Cloud Technologies

Firebase, MongoDB

Version Control

Github

AWARDS & ACHIEVEMENTS

IEEE-Eta Kappa Nu Honor Society (2023), Presidential Scholars Candidate (2021), National Merit Finalist (2021), USFS Double Gold Medalist (2020), AP Scholar with Distinction (2020)