

# Devin Lu

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## SKILLS

### SOFTWARE ENGINEERING

React • Java • Python • C • C++ • Flask • Android • Spring Boot • Docker • PHP • SQL • Express • Javascript • Redux • GoLang • RESTful • Agile

### DATA SCIENCE

Tensorflow • SciKit • R • Keras • Pandas • NumPy • Excel

## WORK EXPERIENCE

### OPERTO | SOFTWARE DEVELOPER INTERN

Jan 2021 - Apr 2021 | React, Typescript, Redux, Twig, jQuery, PHP, PostgreSQL

- Increased stakeholder engagement by designing aesthetic UI features for the company's dashboard used by thousands of property managers worldwide.
- Improved system infrastructure by establishing new endpoints in the company's core API.
- Boosted customer satisfaction by executing SQL queries on the company's production database to service client requests.

## PROJECTS

### ENGINEERING CONSULTING ONLINE | CTO

Mar 2021 - Present | React, Node, Bootstrap, Heroku

- Co-functioned with a senior engineering specialist through the deployment of an engineering consulting website via Heroku.
- Produced educational articles from various different engineering disciplines such as mechanical, electrical, and geotechnical engineering.
- Designed analysis software for weather, vibration, ice, and wind data.

### CHESSDB | SOLO DEVELOPER

Sep 2020 - Sep 2020 | Flask, Bootstrap, SQLite3, HTML, CSS

- Developed a chess statistics web application that allows users to download their monthly archives and analyze their games and chess statistics.
- Extracted user data using Chess.com's API in Python3.
- Optimized future retrieval of games by storing data to a SQLite3 database.

### INSPECTAURANT | SCRUM MASTER

Feb 2020 - Apr 2020 | Android, Java

- Directed an agile team of four to develop an android restaurant application that provides all past inspection reports of a selected restaurant from an online database.
- Applied the Google Maps API to display the user's location and restaurants.
- Internationalized the application to provide support for both English and French.

## EXTRACURRICULARS

### SOFTWARE SYSTEMS STUDENT SOCIETY | DIR. OF MARKETING

May 2020 - Apr 2021 | Simon Fraser University

- Promoted student engagement through the advertisement of events and online activities by managing all social media accounts of the student society.
- Achieved over 200+ applicants for the programs annual hackathon themed "LifeHacks."
- Selected as a programming mentor for the society's online COVID-19 hackathon named "Hackademia".

## EDUCATION

### SIMON FRASER UNIVERSITY | BSc IN SOFTWARE SYSTEMS, SCHOOL OF COMPUTER SCIENCE

2018 - Present | Burnaby, BC