

Devin Yizhe Lu

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SKILLS

SOFTWARE ENGINEERING

Python • React • Java • C • C++ • Flask • Android • Spring Boot • HTML • JUnit • PHP • SQL • Selenium • Javascript • Redux • Git • RESTful • Agile

DATA SCIENCE

Tensorflow • Scikit • R • Keras • Pandas • NumPy • Dask • Spark • ETL • Hadoop

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

DATAPREP | SOFTWARE SYSTEMS CAPSTONE PROJECT

Sep 2021 - Apr 2022 | Python, Pandas, NumPy, Dask, Jinja2, Bokeh

- Collaborated with the SFU Database Group to contribute to the open source Python library Dataprep.
- Developed statistical reports and plot visualizations to better support researchers and data scientists by implementing new API's in the EDA module.
- Reduced code runtime by 50 percent through parallel computations using Dask.

CHESSQUERY | MACHINE LEARNING ENGINEER

Oct 2021 - Dec 2021 | Python, Pandas, Scikit

- Trained multiple different machine learning models to analyze ELO ratings across different chess communities.
- Utilized HTTP requests to extract data from both Chess.com and Lichess' API.
- Applied an exhaustive GridSearchCV algorithm to hypertune model parameters which resulted in an accuracy increase of 10 percent.

INSPECTAURANT | SCRUM MASTER

Feb 2020 - Apr 2020 | Android, Java, XML

- 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 mentor for the society's online COVID-19 hackathon named "Hackademia" to assist in any programming related issues.

EDUCATION

SIMON FRASER UNIVERSITY | BSc IN COMPUTER SCIENCE

2018 - Present | Burnaby, BC