

EUGENE LU

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LINKS

 [yenfu1.github.io](https://github.com/yenfu1)

 [eugene-lu1](https://www.linkedin.com/in/eugene-lu1)

 [yenfu1](https://twitter.com/yenfu1)

SKILLS

Languages

Golang

Python

JavaScript, TypeScript

C++, C

SQL

Tech Stack

React

React Native

Flask

Django

Databases

PostgreSQL

MySQL

SQLite

MongoDB

Redis

Additional Skills

Source Control (Git)

GitHub Actions

Heroku

Vagrant

Docker

AWS

EDUCATION

University of Waterloo

Sep 2017 - Present

Candidate for Bachelor of
Computer Engineering

RELEVANT COURSES

ECE250 - Data Structures and
Algorithms

ECE252 - Systems
Programming and
Concurrency

ECE350 - Real-Time Operating
Systems

ECE351 - Compilers

ECE457A - Cooperative and
Adaptive Algorithms

EXPERIENCE

Software Developer (Mobile) – Alida

Toronto, ON | Jan 2022 - Apr 2022 | Sep 2020 - Aug 2021

- Created a testing infrastructure from scratch on GitHub Actions which reduced test flakiness and improved test coverage
- Researched and designed a detailed workflow for integrating SSO into a mobile app and implemented the relevant API endpoints
- Optimized performance of frequently called API endpoints from 10s to 2s by caching data in Redis
- Improved quality of frontend code by introducing redux and creating reusable components

Web Application Developer – University of Waterloo

Waterloo, ON | Jan 2020 - Apr 2020

- Designed web view where users could query for professors, courses, and classrooms with various filters
- Reduced load times on certain pages from 30s to 5s by optimizing database queries and paginating the results
- Wrote scripts to automate local deployment of a web app

Teaching Assistant – University of Waterloo

Waterloo, ON | Sep 2018 - Dec 2018

- Wrote Python scripts which automatically tested and graded student code submissions
- Automated repetitive tasks using SQL scripts

PROJECTS

sc2Ladder

sc2ladder.herokuapp.com | Python, Django, PostgreSQL

- Created a search engine and database for StarCraft II players which can track their performance over time
- Implemented the data and business logic, including a scheduled task which called external APIs to collect player data

aniMusic

[GitHub](#) | React, Express, MongoDB

- Multiplayer trivia game web app featuring a leaderboard and a text box for guesses with autocomplete functionality

chatbot

Python, Discord.py, SQLite

- Implemented a variable-length paragraph generator using Markov chains and user message history