




Eugene Lu

Computer Engineer

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Qualifications

- **Languages:** Go, JavaScript, HTML, CSS, C, C++, Python, SQL, Java
- **Frameworks:** React, React Native, Django, Flask
- **Databases:** Postgres, Mongo, Redis
- **Additional Skills:** Git, Jira, Node, Vagrant, Docker, GitHub Actions

Experience

Software Developer Sep 2020 to
Alida Aug 2021

- Developed backend features and RESTful endpoints which interacted with databases and other APIs using Go
- Wrote e2e tests in Go and integrated them into GitHub Actions workflow
- Designed the UI of a mobile app using react native and Typescript
- Improved clarity of the frontend codebase by using reusable components and integrating redux into the app

Web Application Developer Jan 2020 to
University of Waterloo May 2020

- Created portable development environment using bash scripts and Vagrant
- Developed web views using jQuery, Python, PostgreSQL, and Apache
- Improved load times by optimizing queries

Teaching Assistant Sep 2018 to
University of Waterloo Dec 2018

- Wrote Python scripts to test and grade student code submissions
- Automated repetitive tasks using SQL scripts

QA Developer – Mobile Jan 2018 to
Pelmorex Media May 2018

- Wrote UI tests in Swift using the XCTest library and performed manual testing

Projects

AniMusic github.com/YenFu1/AniMusic/

- Multiplayer music quiz playable from a browser
- Built using Node.js, React, Express, Socket.io, and Mongo

sc2Ladder sc2ladder.herokuapp.com/

- Search engine, database, and API endpoint for StarCraft II player data
- Built using Python, Django, PostgreSQL
- deployed using Heroku

Discord bot

- Small personal project spun up using SQLite and Python
- Could generate somewhat coherent sentences using Markov chains

Education

Candidate for Bachelor of Computer Engineering Sep 2017 to
University of Waterloo Present

Relevant Courses:

- Fundamentals of Programming, C++
- Data Structures and Algorithms, C++
- Systems Programming and Concurrency, C++
- Compilers, Java