

HOANG VU LUU

hoangvuluu1624@gmail.com | 514.623.9751 | [LinkedIn](#) | [Portfolio](#)
Montreal, QC, Canada

SUMMARY OF SKILLS AND QUALIFICATIONS

Programming Skills: C | C# | C++ | HTML | CSS | Java | JavaScript | Python | Closure | Erlang

Frameworks: React.js | Node.js | Bootstrap | Flask | Keras | NumPy | OpenCV2

Platforms & Applications: MySQL | MongoDB | Google Colab | TensorFlow | Microsoft 365 | Microsoft Azure | Unity | Eclipse IDE | Visual Studio Code | IntelliJ | Git | Github | CMD | PowerShell | Linux

Languages: French | English | Vietnamese | Chinese

Others: Agile Methodology (SCRUM) | DevOps | Windows & IOS

EDUCATION

BACHELOR OF ENGINEERING – SOFTWARE ENGINEERING CO-OP | CONCORDIA UNIVERSITY | MONTREAL 2023- 2027 (Expected)

- Member of the Institute for Co-operative Education
- Relevant Courses: Object-Oriented Programming I & II, Web Programming, Data Structures and Algorithms

EXPERIENCE

PRATT & WHITNEY | OJT SUPPORT TECHNICIAN – WORKFORCE TRAINING | LONGUEUIL JANUARY 2025 – PRESENT

- Spearheaded the integration** of Poka across multiple departments and plants, fostering the use of virtual on-the-job training guides
- Successfully pitched** Poka to executives and team leaders, driving new user acquisition and enhancing training effectiveness by 30%
- Managed the accounts of 2000+ users, ensuring easy access and updated status
- Improved user experience** by leveraging API keys to implement new features to the application, which brought in around 150 new users

ATHACK CTF - HACKATHON | CONCORDIA | MONTREAL MARCH 2024

- Participated in one of the **largest cyber security hackathons in Canada** with a team of 4, following a Capture the Flag competition format
- Tackled challenges of different security levels, using techniques such as **steganography** and **cryptography**, to find hidden flags
- Successfully decrypted more than **50%** of the problems given

CONUHACKS IX - HACKATHON | CONCORDIA | MONTREAL | [DEVPOST](#) & [GITHUB](#) FEBRUARY 2025

- Developed a typing skill improvement game with multiple **AI-powered mini-games** using **React, Node.js, and MongoDB**
- Integrated **OpenAI's GPT-4o-mini model** to generate **personalized typing exercises** based on user mistakes.
- Overcame backend setup and AI integration challenges, learning API integration and server-side processing.

POLYHACK 2025 - HACKATHON | POLYTECHNIQUE | MONTREAL | [DEVPOST](#) & [GITHUB](#) FEBRUARY 2025

- Created an AI-driven cloud classification model using **Flask** and **TensorFlow** for real-time weather prediction from cloud imagery
- Developed a **full-stack web** application featuring a **React frontend** and **Flask backend**, utilizing **Google Colab** for **AI model training**
- Applied advanced data preprocessing and augmentation strategies to optimize model accuracy up to 90%]

LEADERSHIP

VICE PRESIDENT OF TECHNOLOGY & DESIGN - PRATT & WHITNEY INTERN COMMITTEE | LONGUEUIL JANUARY 2025 – PRESENT

- Joined the Intern Committee with the responsibility of designing and managing the intern committee website
- Added a new calendar feature using **HTML, CSS** and **SharePoint features**
- Animated Lunch & Learn events for interns and employees with an average of **100 participants every time**
- Organized diverse “5 a 7” events every 2 week for the 2025 winter **cohort of 250 interns**

PROJECTS

“RISK” COMPUTER GAME DEVELOPMENT | PERSONAL & CONCORDIA | [GITHUB](#) AUGUST 2024

- Developed a strategic computer game based on the "Warzone" version of Risk, implementing rules and map files
- Utilized **C++** for **backend development**, incorporating graphs and DFS for map rendering and navigation
- Led a team of 6 developers using as a **Scrum Master** to build and integrate different parts of the game across multiple sprints