

# Alex Lau

**EMAIL:** alexluluo@berkeley.edu **PHONE:** 787-669-8710

**ADDRESS:** 2562 Le Conte Ave Berkeley, CA 94709

**GitHub:** <https://github.com/alexluluo>

**Website:** <https://alexluluo.github.io/>

**LinkedIn:** <https://www.linkedin.com/in/alex-lau-894bab206/>

## EDUCATION

**University of California, Berkeley**

**Expected Graduation: 5/18/2024**

B.A. Computer Science, B.A. Philosophy **GPA:** 3.74

## EXPERIENCE

### Amazon

**5/2022 - 8/2022**

*Software Development Engineer Intern*

*Irvine, CA*

- Created CLI tool for Experience Generator team from ideation and design document to fully functional and production ready tool
- Independently managed new package that used pre-existing Typescript code and npm libraries
- Followed standard software engineering practices with concise code reviews, extensive unit and integration tests, and implementation of efficient design patterns and algorithms

### Juni Learning

**6/2020 - 9/2020**

*Instructor*

- Instructed elementary to high school aged students in one-on-one hour-long private sessions, teaching basic programming fundamentals and data structures in Python and Java
- Reported every session regarding the lesson and progress to parents, managers, and students

## RELEVANT COURSEWORK

• Data Structures • UI • AI • Discrete Math/Probability • Machine Structures • Principles of Data Science

## PROGRAMMING LANGUAGES

• Java • C# • JavaScript • SQL • Python • HTML • CSS • RISC-V (Assembly) • Typescript • C

## FRAMEWORKS/TECHNOLOGIES/LIBRARIES

• Git • Jupyter • Unity • Django • Websocket API • jQuery • npm • Bootstrap

## PROJECTS

### Summer Kagu Romance

- Unity 2D video-game with multiple branching animations and accessible game mechanics
- Designed and implemented majority of C# scripts, core gameplay mechanics, and loops
- Itch.io Link: <https://daidiimon.itch.io/hungry-hungry-theo>
- GitHub Link: <https://github.com/alexluluo/HungryHungryTheo>

### Summer Kagu Romance

- As team of 3, designed and iterated concept and direction of Unity 2D visual novel
- Wrote 70+ pages of character dialogue, interactions, and choices for project characters
- Programmed shop and character card system and interface using C# scripts
- Project link: <https://njew25.itch.io/furniture-dating>

### Papyrus

- As team of 5, created story-driven web app designed for language learning and story-telling
- Written using Django and MySQL to store and retrieve user-created stories and styled with Bootstrap
- Project Report: <https://bit.ly/3k5raok>
- GitHub Link: <https://github.com/NicholasJJ/cs160finalfrontend>