

JASON LU

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EDUCATION

NORTHWESTERN UNIVERSITY

EVANSTON, IL

MASTER AND BACHELOR OF SCIENCE IN COMPUTER SCIENCE

September 2021 - June 2025

- **Data Science and Engineering Minor** | McCormick School of Engineering Dean's List | **GPA: 3.72/4.00**
- **Relevant Coursework:** C/C++ Programming | Data Structures and Algorithms | Introduction to Electrical Engineering
- **Activities:** Northwestern University Financial Technology | Society of Asian Scientists and Engineers

EXPERIENCE

NORTHWESTERN UNIVERSITY FINTECH CLUB

EVANSTON, IL

PROJECT MANAGER

June 2022 – Present

- Coordinated with leadership and technical teams to better integrate APIs and backend data pipelines with CLI
- Established team workflow and organized weekly meetings to actively track progress of systems development
- Deployed official NUFT website with custom HTML, CSS, JS, SASS to establish central hub for club activities and inquiries
- Built trading site for Northwestern University Stock Exchange to facilitate high volume stock market simulations

SOFTWARE INFRASTRUCTURE ENGINEER

March 2022 – June 2022

- Developed and documented storage paradigms for 5+ data input streams using Python multiprocessing and WebSocket
- Converted data streams into JSON format for simplified data processing and variable time storage using databases
- Integrated and developed APIs to allow other teams to optimize querying requisite data more easily and efficiently

SOCIETY OF ASIAN SCIENTISTS AND ENGINEERS

EVANSTON, IL

HEAD OF EVENTS COMMITTEE

September 2021 – Present

- Spearheaded team of 8 to bolster professional readiness by organizing/hosting pre-professional and social workshops
- Cultivated interpersonal networks for general member population of over 300 students by hosting weekly meetings

THE GARAGE AT NORTHWESTERN

EVANSTON, IL

COMPUTER CONSULTING AIDE

October 2021 – June 2022

- Instructed students and faculty on operation of commercial VR/AR platforms to encourage interest in technology usage
- Supervised use of 3D printing, laser cutting, and electronic equipment to jumpstart prototyping for Garage startups
- Trained on and operated AV equipment to support weekly entrepreneurial and workshop events for Garage residents

PROJECTS

LC LEADERBOARD | *React, JS, Next.js, TailwindCSS*

- Developed custom LeetCode question tracker for Northwestern's financial technology club to boost intrinsic motivation
- Determined and statically rendered ranking of members using GraphQL queries to LeetCode API to pull real-time data
- Launched leaderboard with Vercel and GitHub to create CI/CD pipeline for streamlined development and deployment

PAC-MAN++ | *C++, Git, GitHub, UNIX Shell*

- Constructed Pac-Man game from scratch using subset engine of SDL2 in C++ dev environment with Git version control
- Built user-interactive GUI using Model-View-Controller architectural pattern to enable player-driven gameplay
- Designed multiple level progression with custom sprites, 2D hitboxes, event handlers, and conclusive unit-testing

WEB PORTFOLIO | *HTML, CSS, JS, Markdown, Jekyll, Git*

- Produced personalized HTML, CSS, JS, and Markdown snippets to host technical projects and applications on the web
- Employed simple static web hosting using Jekyll and GitHub pages to optimize website ease-of-access and reliability

TECHNICAL SKILLS

Languages • Python, Java, C, C++, JavaScript, Typescript, Racket, SASS, MATLAB, HTML, CSS, Markdown, SQL

Technologies • Git, GitHub, UNIX Shell, Firebase, Jekyll, WebSocket, NodeJS, Python Multiprocessing, Jest, Figma, MySQL

Frameworks • React, TailwindCSS, Bootstrap, Next.js, Kivy