

# 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

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## 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
- Adapted command line interface to GUI using Kivy to enable uniform data acquisition and analysis from all teams

SYSTEMS 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 storage using AWS S3 Glacier
- 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

### MICRO CENTER ELECTRONICS

WESTMONT, IL

CUSTOMER SERVICE REPRESENTATIVE

June 2021 – September 2021

- Excelled in bolstering sales using knowledge of Processors, Random Access Memory, and Solid-State storage systems
- Demonstrated excellent understanding of electronic systems when recommending computer components to clients

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## PROJECTS

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

- Constructed Pac-Man game from scratch using GE211 game engine 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

- Developed custom HTML, CSS, JS, and Markdown snippets to host personal projects and applications on the web
- Employed streamlined static web hosting by using Jekyll and GitHub pages to optimize development to deployment time

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## TECHNICAL SKILLS

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

**Technologies** • Git, GitHub, UNIX Shell, Firebase, Jekyll, WebSocket, NodeJS, Python Multiprocessing, AsyncIO

**Frameworks** • React, jQuery, Bootstrap, Kivy, Dearpygui, Jest