JASON LU

Jasonlu@u.northwestern.edu · (630) 802-6386 · Evanston, IL 60201
https://lujason.com/ · **https://github.com/Jasonxlu** · **https://linkedin.com/in/jasonlu230**

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**
TECHNICAL 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, 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