

Luer Lyu

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EDUCATION

University of Southern California

Master of computer science (3.85/4.0); Honor Program

Los Angeles, US

Aug. 2021 – May 2023

University of Nottingham

Bachelor of Computer Science with AI (3.95/4.0); President Scholarship (top 2.5% of all)

Nottingham, UK

Sep. 2017 – June 2021

EXPERIENCE

University of Southern California

Teaching Assistant

Aug. 2022 – Dec. 2022

Los Angeles, US

- Assisted the preparation of course Analysis of Algorithms, designed exam contents and held office hours

Factory 42

Software Engineer Intern

July 2021 – Sep. 2021

London, UK

- Developed a 3D video conferencing app in Unity using C# with WebRTC and Render Streaming packages
- Deployed depth camera to catch image information and rendering the 3D image on Looking glass
- Implemented an assisting UI for the Augmented Reality project with Magic Leap One headset

Nottingham City Council

Front-end Developer Intern

Jan. 2020 – March 2020

Nottingham, UK

- Built a responsive website by using HTML, JavaScript, and CSS with Bootstrap framework, coordinated with the team using Trello to follow the Agile development method
- Developed the prototypes and increased accessibility and flexibility of the website

IDT SINYUAN Sealing Technology

Machine learning Engineer Intern

July. 2019 – Sep. 2019

Ningbo, China

- Created a website using Vue.js to automatize the process of transferring information from paper to excel and classifying data using a natural language processing model
- Utilized OCR to read scanned documents and experimented with RNN, LSTM algorithm and Bert to separate words in sentences and categorize the words
- Optimized the pipeline by developing a word segregation model, integrated the model as a pre-processing step and improved the accuracy by 6%

PROJECTS

E-commerce Website (MERN stack) | [page](#) | React, Redux, NoSQL, GraphQL

- Implemented an online shopping website using React, Redux including unit testing
- Deployed Firebase NoSQL database to store user data and website information, GraphQL for queries

Customer Data Handling Web App | Java, Spring Boot, Hibernate, MySQL

- Spring MVC framework for building the application, handling web requests and responses
- Devised Spring Data JPA/Hibernate for managing the MySQL database entities and queries

Bitcoin Price Prediction | Spark, python, Azure

- Implemented the ETL process using Spark with Python and deployed it onto Azure Data Factory
- Responsible for building the pipeline to create model using Spark and predict new results

Hanabi Card Game on Mobile Phone | Mobile Development, Unity

- Steered a team of 4 to build a multi-player interactive card game for both iOS and Android system
- Conducted data analytics using REST API to send JSON data to cloud database and used Git to integrate works
- Produced the code for the main game logic, accomplished synchronizing players' data through internet with Socket Weaver API and exported the game with Unity and XCode

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, R, C#, Haskell, MATLAB, PHP

Frameworks: React, Redux, JUnit, Spring Boot, RESTful API, Spark

Developer Tools: Git, Docker, Azure, Google Cloud Platform, Unity