MacKenzie Luong

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EDUCATION

University of Alberta   Edmonton, AB
Bachelor of Science Specialization in Computing Science   *Sep. 2022 – Jun. 2027*
- Awards: University of Alberta Leadership Award (2025), Sci5 Science Involvement Scholarship (2024)

TECHNICAL SKILLS

Languages: Java, Kotlin, Python, C#, C, HTML, CSS, JavaScript, TypeScript, SQL
Frameworks: Django, React, Vue.js
Tools: Unity, Git, Android Studio, Jupyter, Figma, Docker, Swagger, SonarQube, GitHub Actions

EXPERIENCE

INVIDI Technologies   Edmonton, AB
Software Developer Intern   *May 2025 – Present*
- Develop full-stack features for an advertisement management platform using Kotlin, Vue.js, and Docker
- Ship production-ready code covering API, database, and UI layers in regular releases
- Collaborate with cross-functional teams to enhance system performance, reliability, and user experience
- Maintained CI/CD pipelines and resolved flaky tests to support automated testing and agile development
- Facilitate Agile standups as Scrum Master to improve team communication and coordination

University of Alberta   Edmonton, AB
Executive Producer   *Sep. 2024 – Present*
- Mentor a student-led team to design and develop a video game with Unity in a Computer and Games course
- Provide feedback and grade project milestones while fostering an Agile environment to ensure quality control
- Lead students through the full SDLC, from pitch to post-production, fostering interdisciplinary collaboration

University of Alberta   Edmonton, AB
Undergraduate Research Assistant (Dr. Matthew Guzdial, Emily Halina)   *Sep. 2023 – Dec. 2023*
- Developed an open-source tool that streamlines Procedural Content Generation (PCG) with Python (TKinter)
- Devised a framework to streamline the process of converting image data into a computer readable format

PROJECTS

Video Game Development - Project R | *Unity, Git*   Jan. 2024 – Apr. 2024
- Developed an action-adventure/exploration game as a team of 6 using Unity and Git
- Organized and led weekly Scrum-style meetings, tracking tasks and collaboration using Trello
- Created and implemented visuals and cutscenes as well as rigging and animating art assets with code

Android App Development - Many Events | *Figma, Android Studios, Java*   Sep. 2024 – Dec. 2024
- Designed the UI/UX of a QR Code Event Sign-up Android App with Figma
- Integrated relevant libraries to add notification support to the application and aid scrum meetings

Visualizing Stress Levels - Harmony | *Unity 6, Arduino, BioAmp EXG*   Nov. 2024
- Visualized Stress Levels as calming tidal waves in real-time using Unity 6, an Arduino and BioAmp EXG
- Optimized live data thresholds for accurate stress representation and responsive wave dynamics

LEADERSHIP & INVOLVEMENT

Ada's Team   University of Alberta
Vice President Campus Outreach   *May 2025 – Present*
- Collaborate with student organizations, alumni, and non-profits to create monthly campus events
- Work with executive team members on large-scale projects (e.g. sponsoring students for conferences)

Vice President Communications   *May 2023 – Apr. 2025*
- Promote student-run and local community events in the monthly newsletter to over 1500 club members
- Created and managed communication platforms for ProtoJam 2024, a no-code UI/UX design competition

Vice President Industry Outreach   *Dec. 2022 – Apr. 2023*
- Collaborated with Fortune 500 companies to organize recruitment events and workshops for undergraduate
  university students to promote diversity and inclusion in the Computing Science Community