

YUNKUN (RICKY) LU

Carnegie Mellon University 2022, B.S. in Computer Science, Minor in Computational Finance

@ yunkunL@alumni.cmu.edu

6506139762

Palo Alto, CA

in <https://www.linkedin.com/in/yunkun-lu/>

<https://github.com/PaperbagLife>

<https://paperbaglife.github.io>

Citizenship: New Zealand

EXPERIENCE

Software Engineer at Clockwork Systems, Inc

Go, Python, Kubernetes, Typescript, Vue

July 2022 - Present

PA, CA

- clockwork.io
- Worked with bazel build system to manage dependency and streamline build process
- Designed and Programmed integral parts of the unifying UI platform for all the Software As a Service

Software Engineer/EngProd at Arista Networks

Python, Java, Go, Kubernetes

June 2021 - Aug 2021

- Reduced CPU usage of computer cluster by migrating existing service to run on Kubernetes
- Reduce space needed by database by 70% by reformatting excessive verbose logging into JSON string
- Automated deploying new changes to services by setting up a Spinnaker pipeline for Kubernetes

Evaluating the Validity of Automatic Speech Recognition Technologies for Online Medical Counseling

Python, Google Cloud, Microsoft Azure, IBM Watson, CMU Sphinx

May 2020 - present

- Conducting self-directed research
- Transcribing medical videos using Automatic Speech Recognition(ASR) APIs from Google, IBM, and Microsoft
- Evaluating the performance of the APIs using word error rate and Levenshtein distance
- Identifying and evaluate factors that affect ASR performances

PROJECTS

Shop Simulation

C#, Unity

Jan 2021 - Present

- Creating a fully animated 3D simulation for shoppers exploring a shop and track their paths
- Using Unity Navigation system for pathing and simulate avoidance between shoppers
- Using Final IK to make real-time animation for shopper's 3D model
- Generate heat map for most visited areas for common shop route and help optimize shop layout

EDUCATION

Carnegie Mellon University

B.S. in Computer Science,
Minor in Computational Finance

2018 - 2022

Pittsburgh, PA

GPA - 3.80/4.00

Notable coursework:

- Theoretical Computer Science
- Intro to Computer Systems
- Data Structures and Algorithms
- Mathematical Modeling
- Discrete/Continuous time Finance
- Artificial intelligence & Problem Solving
- Intro to Machine Learning
- Distributed Systems
- Computer Graphics

SKILLS

Kubernetes

Grafana

Python

NumPy

C/C++

Java

Golang

Unity

Bazel

OpenCV (Computer Vision)

Google Cloud API

Vue

CSS

Typescript

Pygame

LaTeX

INTERESTS/HOBBIES

Computer Vision

VR

Game Design/Creation

Speech Recognition

Violin

Accessibility support for games

Video editing

Origami

LANGUAGES

English: Native Speaker

Chinese: Native Speaker