

YUNKUN (RICKY) LU

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

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📍 Palo Alto, CA
📄 Citizenship: New Zealand

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🔗 https://github.com/PaperbagLife

EXPERIENCE

Software Engineer at Clockwork Systems, Inc

Golang, Typescript, Vue, Python, influxDB, Kubernetes

📅 July 2022 - Present

📍 clockwork.io

- Worked with Bazel build system to manage dependency and streamline the build process
- Worked with a team to design and program the unifying UI platform for the software services. (Full Stack)
- Used Wireshark to debug switch configuration and set up DCQCN parameters
- Configured Virtual Network and routing on switches for flow-control experiments

Software Engineer/EngProd at Arista Networks

Python, Java, Go, Kubernetes

📅 June 2021 - Aug 2021

- Reduced CPU usage of bare-metal clusters by migrating existing service to run on Kubernetes
- Reduce space needed by database by 70% by reformatting excessive verbose logging into JSON string
- Automated CICD 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 - August 2020

- Conducted 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 - Feb 2021

- Created a fully animated 3D simulation for shoppers exploring a shop
- Employed Unity Navigation system for path finding and simulating avoidance between shoppers
- Generated heat map for most visited areas for common shop routes 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

Minicom

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