YUNKUN (RICKY) LU

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

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https://github.com/PaperbagLife https://paperbaglife.github.io Citizenship: New Zealand

EXPERIENCE

Software Engineer at Clockwork Systems

C++, Go, Python, Java, Bazel, Kubernetes

July 2022 - Present PA, CA

- clockwork.io
- Worked with bazel build system to manage dependency and streamline build process
- Building software based on an accurate software based time synchronization algorithm

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-May 2022 Pittsburgh, PA

GPA - 3.79/4.00

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 | LaTeX | Bazel | Video Editing | OpenCV (Computer Vision) | Google Cloud API | IBM Watson API | Microsoft Azure API | Pygame

INTERESTS/HOBBIES

Computer Vision | VR | Game Design | Speech Recognition | Violin | Accessibility support for games | Video editing | Origami

LANGUAGES

English: Native Speaker
Chinese: Native Speaker
Japanese: Beginner