

YUNKUN (RICKY) LU

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

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

<https://github.com/PaperbagLife>

<https://paperbaglife.github.io>

Citizenship: New Zealand

EXPERIENCES

Software Engineer/EngProd at Arista Networks

Python, Java, Go, Kubernetes

June 2021 - Present

- 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

School representative for Engineering Without Borders

May 2017-May 2018

- Became the school ambassador for EWB and arranged workshops at my school to inspire future engineers
- Set up annual talks for students in STEM at my school by communicating with EWB

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 to make pathing realistic
- Using Final IK to make real-time animation for shopper's 3D model

CVShooter

Python, Pygame, OpenCV

Apr 2019 - May 2019

- Wrote 1000 lines of well-documented code in Pygame
- Player controls with object tracking and color detection for added interactivity
- Object oriented design for different enemies and items

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

Python

NumPy

C/C++

Java

GoLang

Unity

LaTeX

Final IK

Video Editing

Visual Data production

Photoshop

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