





EDUCATION

BACHELOR OF SOFTWARE ENGINEERING

University of Waterloo, Waterloo, ON 2020 - 2025

• 3.9 GPA | 91% Cumulative Average

SKILLS

Languages: Python / Java / HTML / CSS / Javascript / C / C#

Technologies: Git / Bootstrap / MongoDB / Express.js / React.js / Node.js / Django / TensorFlow /

Selenium / SQLite

PROJECTS

CLOTHING FORECAST

github.com/PhilbertLou/ClothingForecast

- Engineered a neural network using TensorFlow libraries that predicts what a user should wear given local weather conditions and temperature
- Created 6937 rows of data to initially train the network using the supervised learning approach and continuously trained it with user data, resulting in more personalized clothing predictions overtime
- Developed the backend using Django framework, coded in Python, and constructed a responsive frontend website using HTML, CSS, Javascript, and Bootstrap

ESSENTIAL

github.com/PhilbertLou/Essential

- Created a secure, health-centric RESTful API using Node.js and Express.js for users to continuously track their water and sugar intake, set goals and restrictions, and build healthy habits
- Utilized Passport.js and bcrypt to authenticate users and to encrypt passwords stored in MongoDB
- Constructed a responsive and user-friendly client interface using Bootstrap and dynamically rendered web components using React.js, providing users with their latest data at all times

DODGE

philbertlou.github.io/dodge

- Published a mobile arcade game on the Google Play Store where users try to avoid moving knives
- Developed the application using Unity Game Engine, coded in C#, and designed custom assets
- Maintained a five-star rating since release

WORK EXPERIENCE

TEACHING ASSISTANT

Kumon, Oakville, ON - April 2018 - March 2019

- Privately tutored students progressively harder math and English material, leading to significant grade improvement
- Administered Kumon employee training through live tutorials and ongoing supervision to produce effective teaching assistants