

# An Luu

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## EDUCATION

### SIMON FRASER UNIVERSITY | Vancouver, BC

Bachelor of Science, Computing Science | GPA: 3.67

Expected Graduation Date: Dec 2026

Extra-Curriculars: Software Developer (SFU Robot Soccer Club)

May 2024 – current

### LANGARA COLLEGE | Vancouver, BC

Associate degree in computer science | GPA: 3.91

Awards: Dean's Honor Roll

Extra-Curriculars: Direct of Events (Langara Computer Science Club)

May 2023 - May 2024

### RMIT UNIVERSITY | Ho Chi Minh, Vietnam

Bachelor of Digital Marketing (transferred)

Awards: Future's Founder Business Competition (1<sup>st</sup> place out of 63 teams)

October 2020 - March 2023

## TECHNICAL SKILLS

**Languages:** C, C++, Java, Python, HTML, CSS, JavaScript, SQL

**Technologies/Frameworks:** OpenAI API, Node.js, Git, SDL2, Google Chrome Extensions

**Tools:** VSCode, Eclipse, Microsoft Office

**Relevant course work:** Data structures & Algorithm (C++), Object-Oriented Programming (Java), Intro to Software Development (in progress), Introduction to AI (Python), Intro to Game Development (Lua, LOVE, Unity, C#),

## TECHNICAL PROJECTS

### Action 2D platformer game

(C++, SDL2)

- Developed a 2D action platformer game in C++ using the SDL2 library for graphical rendering and game dynamics.
- Designed a hybrid game object model to improve code modularity and enhance development efficiency by 20%
- Designed and implemented a Finite State Machine in C++ to manage game states and character behaviors.
- Implemented core gameplay elements such as player and enemy movements and combat mechanics.
- Created over 50 unique 2D art assets and animations for character movements, interactions, and terrains using Aseprite.

### AI Story Generator | ChaosHacks 2023, Simon Fraser University

(OpenAI, Python, Flask

2nd place out of 50 teams in the People's Choice category

HTML, CSS, JavaScript)

- Developed an AI-powered Role Playing Game where players can shape freely story outcomes without relying on pre-defined choices.
- Utilized the GPT-3.5-turbo model to generate story scenarios and the DALL-E 3 model to illustrate game scenes.
- Developed a Python script to streamline API calls and handle data serialization for user inputs and responses.
- Maintained a consistent story format by fine-tuning the AI model with a custom dataset of over 200 story scenarios.
- Designed a website frontend with HTML, CSS, and JavaScript to deliver the game experience.

### AI chat sentiment analyzer | LangaraHacks 2024

(OpenAI, JavaScript, NodeJS)

- Built an AI-powered Chrome extension that analyzes chat messages to estimate recipients' romantic interests in the user.
- Utilized the GPT-4 model to provide sentiment scores based on chat messages.
- Developed JavaScript code to read and store Instagram chat messages to make API calls.
- Architected a backend server using Node.js to manage chat history and integrate the OpenAI GPT-4 API.

## WORK EXPERIENCE

### English Language and IELTS Teacher

August 2022 – April 2023

The Forum Centre | Vietnam

One of the top 3 Language Education centers in South Vietnam

- Delivered 100+ hours of English lessons to Grade 7-8 students and improved mean English Assessment scores by 20%.
- Raised the mean IELTS assessment score of Grade 10-11 cohort from 5.5 to 6.5 over a 9-month period.

### Production Assistant

November 2020 – February 2021

Figure Mecha Productions | Vietnam

Leading toys and entertainment production company in South Vietnam

- Assisted film crew with logistical tasks on film sets for "Mother's feet," an indie film project produced by the company.
- Led location scouting and prop preparation, cutting costs by 15% below the projected budget.

## EXTRA-CURRICULAR ACTIVITIES

### Langara Computer Science Club | Langara College, BC

Director of Events

- Coordinated Mega Social Day, Leetcode Week, and SWE Interview Panel, resulting in a 40% increase in member engagement.
- Developed and implemented a streamlined project management workflow, cutting event preparation time by 30%.

### Future Founder's Competition | RMIT University, Vietnam

1st place out of 50 teams

An annual entrepreneurship competition at RMIT University.

- Won first place for designing and pitching a sports platform that connects users to find and play sports.