# Jimmy Lu

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## Objective:    Cyber Security Analyst

## Highlights

- Worked with different Cybersecurity solutions in closed lab environments using C, Python and Bash.
- Understands many top and bottom level Cybersecurity principles
- Maintained an OT system architecture and followed compliance standards
- Backend developer for multiple projects in different jobs, modeled the architecture and integration into front end
- Wrote and implemented CICD pipelines
- Over 3 years of experience in Python, C#, Docker, Unity, and GO
- Quickly learned new subjects at new places and communicated effectively with managers

## Work Experience

**Statistics Canada – Junior Analyst – Full year internship through Queens – Extended part-time to April 2025**   *Ottawa, ON*

Technologies: GO, Docker, YRML, Databases, JSON, N-triples, Kubernetes, Python, Fast Api, Pydantic, SDMX    June 2022 – Current

- Established, tested and implemented multiple different business glossaries in a large-scale Enterprise and Data Management project
- Developed different tools to automate internal processes, worked in a small team of two to build new APIs for a structural metadata registry and connect with the frontend
- Optimized code following dynamic coding principles
- Worked with many different python libraries to make the project more readable for future devs including Pydantic Modeling, Poetry and PyTest
- Integrated different government and private API's to work together into one API endpoint
- Parsed and cleaned different data files and uploaded to databases. Json, XML, RDF, Turtles, n-triples
- Wrote and automated processes using Github CICD pipline, helping other employees save time
- Wrote, modified and implemented different Docker containers in a Kubernetes cluster
- Completed Training for Statistical Data and Metadata eXchange
- Utilized FastApi and python to build the backend
- Wrote GO and python code following Statistics Canada coding standards for the duration

**P2L – Unity and Web Programmer**   *Remote*

Technologies: C#, HTML, Unity, WordPress, Bluehost    May 2021 – September 2023

- Develop a training simulator game for future managers to teach about the importance of teamwork
- Made the game in Unity VR and implemented different working states and object controls
- Added Dynamic Occlusion for a more optimized environment
- Programmed the backend in Unity, working with professionals
- Worked with blender animation and implementation
- Aided in fixing various elements of the P2L Website
- Earned an extended contract

**Firefly – Unity Programmer**   *Remote*

Technologies: C#, Unity, MARS Augmented Reality    May 2020 – Sept 2020

- Worked in a six-man team to develop an augmented reality, treasure hunting game
- Programmed the backend in Unity working with other interns
- Learned the basics of MARS Augmented Reality in under a month

## Projects

**Unity game team development**   *Game Development*

Technologies: Unity, C#    June 2022 – Present

- Working with a small group of coders to teach new programmers how to develop games
- Developed the backend for a simple unity maze solver game
- Worked with multiple new programmers and assisted in their learning experience
- Made simple user interface

**Audio File to Text and Summarizer**   *Q-Hacks Hackathon*

Technologies: JavaScript, React, HTML    Feb 2022

- Led a team of four in building a website to convert and summarize audio files
- Personally implemented the audio to text converter
- Wrote the algorithm for paragraph summarizer

# Education

**Queen's University**
BACHELOR OF COMPUTER SCIENCE, ARTIFICAL INTELLIGENCE MAJOR, SOFTWARE DESIGN SPECIALIZATION

*Kingston, ON*
Sept 2019 – Present

- Notable Courses:

    Statistics, Statistics and Probability, Probability, Economics, Linear Optimization, Non-linear Optimization

    Formal methods, Software Quality assurance, Operating systems, Computer Architecture, Human computer Interface, Data Structures, Software Requirements

    Software Reliability and Security, Algorithms

    Artificial Intelligence, Deep Learning, Reinforcement Learning, Machine Learning, Evolutionarily and Genetic Computing, Fuzzy Logic

    Networks, Cyber Security, Cryptography, Distributed Systems

# Skills

**Languages:** Python, JavaScript, Java, C, C#, C++, GO, Prolog, MATLAB

**Technical:** Linux, Unity, Docker, Kubernetes, Bash, Scripts, Algorithms, Servers, Databases, Github, API

**Interpersonal:** Learning, Communication, Leadership, Teamwork, Dedication, Intuitive