

# Sitong Lu

sitong.lu99@gmail.com | 720-435-1840 | <https://www.linkedin.com/in/sitong-lu-b86510199/> | Boulder, CO

## Education

University of Colorado Boulder, **Master of Science - MS, Computer Science** Expected May 2023

- GPA Achieved: 4.0 / 4.0 (Overall) with sub-plan: Software Systems and Cloud Computing Courses
- Graduate Courses: Computer Graphics, Data Mining, User-Centered Design & Development, Object Oriented Analysis and Design, Machine Learning, Foundations of Software Engineering
- Current Courses: Datacenter Scale Computing, Professional Masters Project

University of Colorado Boulder, **Bachelor of Arts - BA, Computer Science** May 2021

- Other Majors: Double Major in Mathematics; Minor in Program for Writing and Rhetoric (PWR)
- GPA Achieved: 3.74 / 4.0 (CS-related), 3.433 / 4.0 (Overall)
- Key Courses: Data Structure, Calculus 1 for Engineers, Calculus 2, Calculus 3, Computer Systems, Intro to Discrete Mathematics, Linear Algebra for Math Majors, Intensive Programming Workshop, Database Systems, Human-Centered Computing Professional Development, Principle of Programming Languages, Algorithms, Software Development Methods and Tools, Fundamentals of HCI
- Dean's List: Dean's List for Fall 2020 and for Spring 2021

## Projects

**Android Application**, NewsMe May 2022 - Present

- A demo Android application (created mainly using Java) implemented with various of different features, including navigation drawer menu, scrollable page, decorator outer frame, and API references
- Project stored on GitHub: <https://github.com/akitomoya616/NewsMe>

**Qt Board Game**, Warped Souls Mar 2022 - May 2022

- A 2D dungeon game developed using Qt with Pyside and was applied with Object-oriented principle
- Managed to make each enemy in the game move in a unique logic
- Code hosted on GitHub: <https://github.com/addzy94/ooad-project-game>

**Object-Oriented Demo**, Music Store Simulator Jan 2022 - Mar 2022

- A Java-based (Object-oriented principle applied) simulator operates an automated store for 30 days
- Daily tasks (auto-generated) include clearing inventory, withdrawing cash, and selling or buying merchandise from customers. The user can play as a customer and shop in store by entering commands in the command line
- Code hosted on GitHub: <https://github.com/addzy94/ooad-project-team>

**OpenGL Project**, Dark Souls Simulator Oct 2021 - Dec 2021

- A 3D game created using OpenGL. Managed to mimic the game scenario in Souls games
- Contains souls-like UI, transparent objects, sky box, collision detection, lighting effects produced by a slightly modified shader, and illusory walls (can be broken under special conditions)
- Project stored on GitHub: <https://github.com/akitomoya616/Souls-Game>

**Web with Database**, BUFFiMG Oct 2019 - Dec 2019

- A webpage where users can upload photos and sort by tags (managed using SQL at the back end)
- Project hosted on Heroku and code stored on GitHub: <https://github.com/SamFeig/BUFFiMG>

## Experience

**Course Manager**, University of Colorado Boulder CS Department Boulder, CO, Aug 2021 - Dec 2021

- Course Manager for CSCI 3002: Fundamentals of Human Computer Interaction (1 semester)
- Mainly responsible for answering students' subject-related questions and summarizing the analyzed result for weekly reports to the professor

**Course Assistant**, University of Colorado Boulder CS Department Boulder, CO, Sep 2019 - May 2021

- Course Assistant for Starting Computing, Data Structure, and Principle of Programming Languages
- Responsible for answering students' CS-related questions, troubleshooting programs and providing students with a better understanding of the course and related code usage concepts

## Technical Skills

- Programming Languages: C | C++ | Java | SQL | Python | MySQL | OpenGL | Git
- Technical: Qt | Android Studio | Heroku