

Andrew H. Lu

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Education

University of California, Santa Barbara

- Bachelor of Science in Electrical Engineering (transitioning to Computer Engineering)
- Expected Date of Graduation: June 2021
- Cumulative GPA: 3.94
- College of Engineering Honors Program
- Relevant Coursework: Problem Solving with Computers (C++), Object Oriented Design, Analog and Digital Circuits and Systems

Skills

- JavaScript, Node.js, HTML, and CSS scripting
- Basic C++, Python, and MATLAB programming
- Experience with NoSQL Databases via Firebase
- Hardware Development using Arduino
- Learning the Electron framework
- Proficiency in Programming Tools: UNIX, Git, GitHub, Sublime Text, Postman, npm
- Proficiency in Microsoft Office
- Experience with 3D Modeling (Fusion 360)

Experience

Undergraduate Lab Assistant, ECE 5 – UC Santa Barbara

Jan 2019 – Present

- Mentor students about C++, Arduino, and circuit theory, in ECE 5, a project-based engineering course aimed at exposing freshmen to the techniques used to prototype and design basic circuits.
- Hold weekly office hours for students to get assistance outside of lab hours.
- Organize the annual ECE 5 Science Fair, where students present their projects at the end of the quarter.

Publicity Chair and Webmaster – UCSB IEEE Student Branch, Santa Barbara, CA

May 2018 – Present

- Design a new Jekyll-based website, complete with store, member database, resume book, and more.
- Build a device to manage IEEE lab attendance, log member entry/exit, and verify student lab membership purchases, using a Raspberry Pi, magnetic stripe reader, and passive infrared sensor.
- Design posters for organization events, manage scheduling of projects and office hours, and maintain social media.
- Manage sales and inventory of organization's apparel.

Projects (Learn more about these projects at andrewhlu.com)

Type Type Revolution – Multiplayer typing contest to type the fastest while sabotaging other players.

Feb 2019

- Server-less web application created using Firebase (Realtime Database) and written in HTML/CSS and JavaScript.
- Developed database structure, algorithm for counting words-per-minute, room system, and design for webpage.

IEEE Website (ucsbieee.org) – Jekyll-based website, member database, and online store for UCSB IEEE.

Sep 2018

- Redesigned organization website using Jekyll and Markdown to allow easy editing by officers and project managers.
- Created an e-commerce store using Square's API and lab membership database using Firebase.

UCSB Dining Cortana Skill – Voice assistant skill to recommend a Dining Common based on food you like.

Apr 2018

- Utilized Microsoft Bot Framework and Azure to process user input and store data. Written in Node.js using JavaScript.

ScaVision Hunt – A real-time multiplayer scavenger hunt, in real life.

Jan 2018

- Created using Google Cloud's Vision Machine Learning API and Firebase (Realtime Database, Cloud Functions, etc.).
- Wrote backend cloud functions in Node.js using JavaScript and designed frontend using HTML/CSS and JavaScript.

Blue Pearl Scanner – Mobile ticket scanning for shorter lines and efficient check-in.

Jan 2017

- Created using a custom Google Scripts backend linked to a spreadsheet, and an external app barcode scanner.
- Revised in 2018 to include QuaggaJS, a web-based barcode scanner, and an HTML frontend using Bootstrap.

Honors and Awards

• **Type Type Revolution** – Winner of Best Game/Game Design Award, SLO Hacks

Feb 2019

• **Dean's Honors Recipient, 4 Quarters** – Awarded to students with a GPA of 3.5 or higher

Dec 2018

• **UCSB Dining Cortana Skill** – Honorable Mention Recipient at Microsoft Cortana Hackathon

Apr 2018

• **ScaVision Hunt** – Event Finalist and Honorable Mention Recipient from Firebase, SB Hacks

Jan 2018

• **Blue Pearl Scanner and Fundraiser POS** – Scholarship Recipient, Dougherty Valley HS Music Program

May 2017

• **VEX Robotics** – State Tournament Champion and Two-Time World Championships Competitor

2016, 2017