

Anthony Luu

Computer Engineering 3A

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anthonyluu.github.io
github.com/anthonyluu

SKILLS

Languages/Frameworks/

Libraries:

Tools:

JS, C#, Java, C++, CSS3, HTML5, NodeJS, React, Backbone, Angular, Snabbdom, Flyd, Unity, Ramda, Sass, Handlebars, JSX

Git, Mercurial, Gulp, Grunt, Webpack, ZenHub, Sketch

EXPERIENCE

Axiom Zen (ZenHub) – Software Engineering

Vancouver, Jan - Apr 2015

Tools: JS, Git, Backbone, Snabbdom, Flyd, Ramda, JSX, Handlebars, Sass, NodeJS, MongoDB, Webpack

- Developed various features for ZenHub, a project management extension for GitHub
- Built the ZenHub Epics feature using a virtual DOM library and reactive programming

Nexj Systems – Software Engineering Coop

Toronto, May - Aug 2015

Tools: JS, Mercurial, Less, HTML5, NodeJS, Vagrant, Kibana, MongoDB, REST

- Developed new features for the RESTful health wellness app
- Worked on an authoring tool where admins can build health assessment forms for patients

Genesys– Front End JavaScript Intern

Markham, Sept - Dec 2015

Tools: JS, Mercurial, Less, HTML5, Nodejs, Angular, MongoDB, Bower, Grunt, Jekyll, REST

- Lead role in designing and developing the code architecture in a project
- Built new AngularJS modules for the Genesys common UI framework

HACKS/PROJECTS

EVA: End to end personal security solution that placed first prize at VanHacks– Knock on your phone to send a signal for help! Uses Google Maps API, and sends location data and pictures to a security team.

Turn Based Strategy Game: Classic turn based strategy game in the Unity Engine.

VR Jumper: Virtual Reality project made at an internal Hackathon at Axiom Zen.

Hackathons: Communitel 24hr Startup 2014, WearHacks 2015, BattleHacks 2015, Vanhacks 2016

*A list of all hacks, work experience, and side projects are available at **anthonyluu.github.io**

EDUCATION

University of Waterloo, B.A.Sc. Candidate for Computer Engineering

Expected Graduation: 2018

- Data Structures and Algorithms, Operating Systems, Microprocessors, Probability, etc.