

Anthony Luu

Computer Engineering 3A

a6luu@uwaterloo.ca
anthonyluu.github.io
github.com/anthonyluu

Skills

Technologies

JS, Node.js, React, C#, Java, C++, CSS3, HTML5, Backbone.js, AngularJS, Snabbdom, Flyd, Unity, Ramda, Sass, Handlebars, JSX

Tools

Git, Mercurial, Gulp, Grunt, Webpack, Sketch, Bash, MongoDB, MySQL

Experience

Axiom Zen (ZenHub) – Software Engineering

Vancouver, Jan - Apr 2015

Tools: JS, Git, Backbone.js, Snabbdom, Flyd, Ramda, JSX, Handlebars, Sass, Node.js, MongoDB, Webpack

- Developed various in demand features for ZenHub using the GitHub API
- One of the core developers implementing the ZenHub Epics feature. Built from scratch using a virtual DOM library and reactive programming
- Utilized immutability and functional programming concepts to improve the testability of the front end modules

NexJ Systems – Software Engineering Coop

Toronto, May - Aug 2015

Tools: JS, Mercurial, Less, HTML5, Node.js, Vagrant, Kibana, MongoDB

- Developed new features for the RESTful health wellness app
- Worked on an authoring tool where admins can build health assessment forms for patients
- Performed penetration testing in order to validate the security of the OAuth implementation

Genesys Labs – Front End JavaScript Intern

Markham, Sept - Dec 2015

Tools: JS, Mercurial, Less, HTML5, Node.js, AngularJS, MongoDB, Bower, Grunt, Jekyll, REST

- Lead role in designing and developing the code architecture in a core MEAN project
- Built AngularJS modules for the Genesys UI framework, including session management and loading transitions

Projects/Hacks

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.

*A list of all my 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.