Anthony Luu
Computer Engineering 4B

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anthonyluu.github.io
github.com/anthonyluu

Skills

Python, JS, C#, Java, C++, Git, Kafka, Elastic Search, Docker, Node.js, MySQL, Unity, Blender

Experience

Yelp – Backend Software Engineering Intern   *San Francisco, Sept 2017 – Dec 2017*

Tools: Python, Kafka, Elastic Search, Yelp PaaSTorm, Yelp PaaSTA, Git, Splunk, SignalFX, Memcached

- Built message processors that transform data from Kafka topics as part of the Fast Reorders project
- Set up logs, dashboards, and flat line monitoring for our team's message processors using SignalFX and Splunk
- Built auditing tool to find missing documents re-insert them into Elastic Search
- Improved the menu cache hit rate from 25% to 100%

Yelp – Fullstack Software Engineering Intern   *San Francisco, Sept 2016 – Dec 2016*

Tools: Python, Git, Docker, JS, Sass, Yelp PaaSTA, Pyramid

- Created a new service for the Yelp Transactions team's frontend pages and integrated the service with our team's development and testing playground
- Refactored code out of the monolithic Yelp main app to boost our team's development and deployment speed

Axiom Zen (ZenHub) – Software Engineering Intern   *Vancouver, Jan 2015 – Apr 2015*

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

- Core developer working on the ZenHub Epics feature using reactive programming
- Utilized immutability and functional programming concepts to improve the testability of the front end code

(*For a more detailed list of my past experience including ones not mentioned here, visit anthonyluu.github.io/work)

Games

Mushroom Jump (Blender, Unity): A 3D platformer that I built during a hackathon. In this game, your goal is to collect all the stars. You can jump and stack on top of your mushroom friends to get higher.

Rock, Paper, Scissors (Blender, Unity): A 3D platformer that I built over a weekend to learn the basics of animations. Transform into different forms while you collect all the keys to open the secret door.

2-Player Turn Based RPG (Unity): A 2-Player classic turn based tactics-styled RPG. Choose and customize your team and face off against a friend.

(*Screenshots and playable demos are available at anthonyluu.github.io/games)

Other Side 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.

Park It: An Android app that finds the closest parking lots to your current location.

(*A complete list of projects can be found at anthonyluu.github.io/side_projects)

Education

University of Waterloo, B.A.Sc. Candidate for Computer Engineering   *Expected Graduation: 2018*

- Data Structures and Algorithms, Operating Systems, Distributed Systems, Probability, Robotics and Control