# Anthony Luu

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anthonyluu.github.io
github.com/anthonyluu

Computer Engineering 4B

## Skills

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

## Experience

### **Yelp** – Software Engineer

*San Francisco, Sept – Dec 2017, Sept – Dec 2016*

**Tools:** Python, Kafka, Elastic Search, Yelp PaaSTorm, Yelp PaaSTA, Git, Docker, 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 team's message processors using SignalFX and Splunk
- Built auditing tool to find missing documents and re-insert them into Elastic Search
- Improved the menu cache hit rate from 25% to 100%
- 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 team's development and deployment speed

### **Axiom Zen (ZenHub)** – Software Engineering Intern

*Vancouver, Jan – 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-style RPG. Choose and customize your team and face off against a friend.

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

## Other Projects

**Sensor Fusion (Fourth Year Design Project):** This project aims to fuse sensors such as accelerometers and a GPS to more accurately estimate a car's current position, built using ROS and Gazebo. An Extended Kalman Filter is used to take inputs (such as steering angle and throttle) along with sensor readings to estimate the position.

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

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

## Education

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

**Relevant Courses:** Robotics and Control, Operating Systems, Distributed Systems, Probability, Algorithms