Anthony Luu

Computer Engineering 2B

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github.com/anthonyluu

Skills

Languages/Frameworks: Java, C#, C++, JS, HTML, CSS, Angular, Ionic, Node, React, Unity, and more
Tools: Bower, Grunt, MySQL, MongoDB, SVN, Git, Mercurial, Jira, Sketch, Eclipse , Android Studio, Visual Studio, MonoDevelop and more

Experience

Nexj Systems - Software Engineering Coop   *Toronto, May 2015 - Aug 2015*

Tools Used: Nodejs, Vagrant, Kibana, MongoDb, hg, JS, Less

- Developed features for the health wellness app
- Worked very closely to client requirements to create an authoring tool where an admin can build health assessment forms for patients to better understand their well-being
- Enhanced older features of the app while adding responsive design for desktop and mobile

Genesys - Front End Javascript Intern   *Markham, Sept 2014 - Dec 2014*

Tools Used: Nodejs, Angularjs, MongoDb, Bower, Grunt, Jekyll, hg, JS, Less, HTML5

- Lead role in designing and developing the code architecture in a project
- Worked on multiple projects under the SCRUM model
- Built new AngularJS modules for the Genesys common UI framework used by other Genesys apps

Side Projects/Github

Turn Based Strategy Game - Game (using Unity Game Engine)

- Classic turn based strategy game using the Unity Engine (in early development)
- Path finding algorithm for AI enemies to find the nearest player, then move to attack that player
- Map generated with cellular automata using a pseudo random string. Algorithm to connect rooms

AndroidWearLift - Android Library

- Android library that aims to improve the workouts of Android Wear users
- Uses state machines and various sensor data to calculate workout reps
- Supported exercises include shoulder flies and bicep curls

Education

University of Waterloo - BASc in Computer Engineering

- **Relevent Courses:** Embedded Systems, Data Structures and Algorithms, Digital Computers, Operating Systems, Microprocessors, Intro to Programming in C#
- **Hackathons:** Communitech 24hr Startup 2014, WearHacks 2015, BattleHacks 2015