

Simon Lu

U.S. Citizen

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EDUCATION

B.S. in Computer Science and Statistics

University of Illinois at Urbana-Champaign

Expected Graduation: May 2018

Tech. GPA: 3.60/4.0, Cum. GPA: 3.51/4.0

RELEVANT COURSEWORK

* Indicates current enrollment

- Discrete Structures – CS 173
- Web Programming – CS 498RK1
- Computer Architecture – CS 233 *
- Data Structures & Algorithms – CS 225
- Systems Programming – CS 241 *
- Statistics & Probability in Comp. Sci. – CS 361 *

WORK EXPERIENCE

Bank of America

Software Development Intern

Jun. 2016 to Aug. 2016

Chicago, IL

- Redesigned & parallelized the Credit Trade Capture department's database reconciliation process.
- Improved the efficiency of the reconciliation program by leveraging grid-processing.
- Prevented the reconciliation program from running out of memory, a problem that the team had been facing for years.
- Worked in an Agile development environment; communicated and worked closely with team members in New York daily.

National Association for Pseudoxanthoma Elasticum

Assistant to the President

Jan. 2013 to May 2014

St. Louis, MO

- Worked under Dr. Frances Benham at the St. Louis Society for the Blind & Visually Impaired.
- Managed organization website, and gathered & organized research materials into quarterly publications

PROJECTS

Classtrophobia

Personal Project

Technologies: HTML/CSS, Javascript, AngularJS, PHP, MySQL

- Created a full-stack web application to help organize my schedule and stay on top of my coursework.
- Wrote an AngularJS frontend and a PHP backend that connects to a MySQL database.
- Supports homework reminders, gradebook management, data visualization, to-do lists, and schedule lookup.

Maze Solver

Data Structures & Algorithms Project

Technologies: C++

- Designed, coded, and unit-tested a program that randomly generates & solves an acyclical maze of user-specified dimensions.
- Implemented cycle detection with the use of a disjoint set data structure.
- Program creates & solves the maze using a breadth-first search algorithm, and outputs the solution as a PNG.

ShapePhysics

Personal Project

Technologies: HTML/CSS, Javascript, pixi.js, MatterJS

- Created a 2D web game to learn about programming states.
- Used pixi.js for the renderer and MatterJS for the game engine.

LEADERSHIP

CodePath University

Course Assistant & Student Leader

Jan. 2016 to May 2016

Urbana, IL

- Led weekly lab sessions teaching iOS development to 20+ students every Tuesday and Thursday nights on campus.
- Was responsible for securing venues and ensuring that students are comfortable and learning at a steady pace.
- Acted as a liaison between the course instructors & the students, and facilitated team activity & student cooperation.
- Helped review & debug code, and answered student questions about weekly topics.

SKILLS & LANGUAGES

Programming:

- Proficient: Java, C++, HTML/CSS, Javascript, jQuery, AngularJS
- Familiar: C, Python, Swift, PHP, MySQL, NodeJS

Languages:

- Fluent: English (Native), Mandarin Chinese