Billy Lu

Full Stack Software Engineer

Costa Mesa, CA | 951-312-9174 | billyfwlu@gmail.com | GitHub | Portfolio | LinkedIn

As a quality assurance engineer in medical devices transitioning into the software engineer role, I bring along valuable experience working in fast-paced environments to hit the ground running. I bring an endless appetite for learning, a process oriented approach to problem solving and outside-the-box thinking. I implement effective solutions to complex problems drawing from an array of disciplines. The values of integrity, competence and accountability instilled in me make for a great addition to any high performing team.

SKILLS

- HTML, Javascript, React
- CSS, Tailwind
- Express, EJS
- Node JS, Postgres, Mongo, SQL, Sequelize
- Project Management, Root Cause Analysis, Process Development

RELEVANT EXPERIENCE

Software Engineering Immersive | General Assembly | Remote | April 2022 – July 2022

Successfully completed 500+ hours of expert led instruction in Full Stack, APIs and hands-on learning of Software Engineering fundamentals and the industry's most in demand technologies. Developed projects, including:

GunShapes:

- Tanks/Gunbould inspired 2-Player Game using Javascript/CSS/HTMLand Canvas
- o [GitHub Repository] [Deployed Link]

• SousChefDobbie:

- Inspired by my passion for food and cooking, this site is meant to allow anyone access to create and share recipes with the added benefit of showing the individual and aggregated nutritional information from the USDA API. Built with – Express, NodeJS, and Postgres/Sequelize. Coupled front end and back end.
- [GitHub Repository] [Deployed Link]

DelishaGram:

- Collaborative effort that planned and built an instagram-like web-based platform where you can create and share posts/food pictures. Built with MERN stack – Group Project with GA, decoupled front end back end.
- o [GitHub Repository] [Deployed Link]

Ensemble-Closet:

- Collaborative effort that planned and built a fashion related web-based platform where you add articles of clothing to a digital closet. Built with MERN stack – Group Project with GA, decoupled front end back end.
- [GitHub Repository] [Deployed Link]

New World Medical | Rancho Cucamonga, CA | March 2020 – April 2022

Principal Quality Engineer, Design Assurance

- Led a cross functional team to plan, develop and execute 23 Test Method Validations.
- Planned and managed 12+ US/OUS supplier qualifications which include supplier development, reviewing/approving of documentation and relevant validation activities.
- Rewrote process validation and test method validation procedures to clarify requirements and provide guidance on best practices.
- Mentored less experienced engineers and technicians and expanded their understanding of the quality systems to improve the application of theory with real world experience.

Orchid Orthopedic Solutions | Santa Ana, CA | May 2018 – March 2020

Quality Engineer

- Performed Root Cause Analysis to resolve over 12 NCRs per month over 1.5 years.
- Wrote and drove 30+ equipment validations of legacy and new equipment which allowed us to meet compliance requirements as well as new capabilities required for novel devices.
- Led the implementation of the AQPQ process, driving new projects through the phase-gate approach to systematically meet customer design requirements.
- After implementing, I led over 10 successful AQPQ initiatives over 1.5 years that increased revenue by approximately 50%.

EDUCATION

- Immersive Software Engineering Course | General Assembly | Remote
- BS, Biomedical Engineering | California Polytechnic State University | San Luis Obispo