

# Chi-Syuan Lu

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## EDUCATION

**University of Southern California** – Los Angeles, CA, USA Expected May 2019  
Master of Science in Computer Science  
**Chung Yuan Christian University (CYCU)** – Taoyuan, Taiwan Sep. 2012 - Jun. 2016  
Bachelor of Science in Information & Computer Engineering (ICE)

## SKILLS

**Frontend Development:** HTML, CSS, JavaScript  
**Libraries/Frameworks:** jQuery, Angular, Bootstrap, Struts  
**Backend Development:** Node.js, Java, Swift, PHP, C/C++, SQL  
**Tools/Platforms:** Apache, Nginx, AWS, GCP, SQL Server, MySQL, Git, Subversion, J2EE, Xcode, Eclipse, NetBeans

## EXPERIENCE

**Software Development Intern** Aug. 2018 - present  
*CarmaCam – Los Angeles, CA*

- Collaborating with a team of 20 to develop CarmaCam iOS application that helps report bad driving
- Managing baseline, resolving bug issues, and implementing code refactoring to improve code readability
- Reduced crash rate and improved app performance by fixing asynchronous issues and detecting memory leak

**IT Intern** Feb. 2017 - Jul. 2017  
*DHL Express – Taipei, Taiwan*

- Built EGUI e-invoice web system based on Struts 2 framework including Servlet/JSP with MVC architecture
- Implemented the UI frontend and the client side validation using HTML, CSS, JavaScript, jQuery and Bootstrap
- Improved a daily invoice-upload program by Java to reduce uploaded-data mistakes from 10% to 3%

**Math Tutor** Sep. 2014 - Jun. 2015  
*Chung Yuan Christian University – Taoyuan, Taiwan*

- Succeeded in conducting comprehensive test review sessions to raise student's grade from 73% to 85%
- Utilized graphic organizers to explain mathematical concepts to mentally disabled primary school students

**Activity Director** Aug. 2014 - Jul. 2015  
*Chung Yuan Christian University, ICE Student Association – Taoyuan, Taiwan*

- Led a team of 22 to organize 5+ activities for 400+ CYCUICE students
- Collaborated with 60 staff members to prepare an orientation camp for 200+ students

## PROJECTS

**Travel and Entertainment Search Web Application** Mar. 2018

- Developed AJAX-based frontend with jQuery/Bootstrap and conducted client side validation with AngularJS
- Implemented website backend with Node.js to retrieve data from Google and Yelp APIs
- Implemented RESTful APIs for transmitting query and deployed on AWS EC2 with AWS Elastic Beanstalk
- Built an iOS client application by Swift with CocoaPods libraries and Google Map iOS SDK

**Alarm App** Apr. 2016

- Created an Android app in Java which allows users to turn off an alarm by shaking the phone
- Implemented calculated shaken times by using C language with Android NDK and JNI

**Ogre3D Game Design** Sep. 2015

- Applied Pthreads and C++ Socket between 4 cellphones and a computer to build a multiplayer soccer game
- Conducted Ogre3D and Ogre Bullet physics engine to simulate collision detection and rigid-body dynamics