CHI-SYUAN LU

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EDUCATION

University of Southern California (USC) – Los Angeles, CA, USA — Expected May 2019

- Master of Science in Computer Science — [GPA: 3.60/4.00]

Chung Yuan Christian University – Taoyuan, Taiwan — Sep. 2012 - Jun. 2016

- Bachelor of Science in Information & Computer Engineering — [GPA: 3.86/4.00, Rank: 3/73]

SKILLS

Programming Languages

- Proficient: Java, HTML/CSS, SQL
- Familiar: JavaScript, Swift, PHP, C

Libraries/Frameworks: jQuery, Node.js, AngularJS, Struts2

EXPERIENCE

Software Engineering Intern **| Parallel Agile** – LA, USA — Jan. 2019 - present

- Building a local-based advertising web application on the MEAN stack (MongoDB, Express, AngularJS, Node.js)
- Managing 3 web servers hosted on AWS EC2 providing technical support for 16 employees and monitoring for further revisions

Software Development Intern **| USC Center for Systems and Software Engineering,** – LA, USA — Aug. 2018 - Dec. 2018

- Enhanced the CarmaCam iOS app performance (in Swift) by fixing asynchronous programming issues and detecting memory leaks, leading to a 52% reduction in video watermarking time
- Created a feature that provides users with 3 video recording-length options, saving database space by 10%

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

- Developed the frontend and backend of an e-invoice web-based system (in Java, HTML/CSS, JavaScript and Struts2), resulting in saving 250,000 pieces of paper a year
- Improved a daily invoice-upload program (in Java) by rewriting the data comparison function to filter data, leading to a 7% reduction of uploaded-data mistakes

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PROJECTS

Travel and Entertainment Search Web Application — Mar. 2018

- Constructed a responsive website (in Bootstrap and AngularJS) to search for places and combine data from Yelp Fusion API and Google Places API, saving time comparing ratings and reviews from 2 different sources
- Developed the AJAX-based frontend to reduce the network load and improve the user experience
- Designed RESTful APIs (in Node.js) deployed on AWS Elastic Beanstalk for transferring query and search results

Alarm App — Apr. 2016

- Built an Android app (in Java) to disable snooze time by forcing users to shake their phones to turn off the alarm
- Improved the app performance by applying JNI and Android NDK to calculate how many times the user shakes their phones (in C)

Multiplayer Soccer Game — Sep. 2015

- Created a realistic soccer game (in C++) by applying Ogre3D engine and Ogre Bullet physics engine to simulate collision detection and rigid-body dynamics
- Applied Pthreads and C++ Socket to 4 cellphones and a computer allowing the game to be multiplayer