Christopher Luey

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Experience

Software Engineer, Seron Electronics – Vancouver, BC   June 2022 – Present
- Architected and realized a full-stack Electron companion app that allows users to communicate to the device from a computer; as well as generate and run graphical waveforms on the company power platform
- Implemented and optimized a two-way streaming protocol between the desktop app and a microcontroller, dramatically improving the data time resolution from 100 ms to 10 ms
- Constructed a Python project to calibrate and test DACs on the machine, improving manufacturing speed by 10x
- Completed and refactored numerous Vue.js end-to-end features to greatly increase the complexity of waveform analysis within the companion software with full error and edge case handling
- Independently managed multiple project tickets, taking ownership of tasks from inception to completion, ensuring project milestones were met efficiently
- Put platform-agnostic front-end design principles into action and created builds for each desktop platform, allowing the application to maintain consistency and functionality regardless of the operating system

Software Engineer Intern, Craver Solutions – Vancouver, BC   Apr 2020 – Dec 2020
- Developed a React.js feature end-to-end that allows thousands of customers to choose a nearby GPS location to pick up food
- Built out payment integrations with Square, Stripe and Toast APIs and delivery integrations with DoorDash, Uber Eats and Postmates APIs for customer and restaurant usage in the Craver desktop ecosystem
- Optimized a back-end API workflow to better reconcile restaurant data improving order accountability

Software Engineer Intern, One45 (Acquired by Acuity Insights) – Vancouver, BC   Sept 2018 – Apr 2019
- Delivered an educational report output system using PHP and AJAX giving hundreds of medical students the ability to view medical exam results at any given time
- Re-integrated JUnit testing into a legacy page for future testing of sorting data table features
- Mentored an intern for 4 months with onboarding and coding advice for numerous project tasks

Education

University of British Columbia – Bachelor of Science in Computer Science   Sept 2016 - May 2022

Skills

Languages: JavaScript, Python, C++, Java, PHP, C, SQL, HTML/CSS, Golang, TypeScript, R
Frameworks: React.js, Vue.js, Node.js, JUnit, Electron, AJAX, jQuery
Developer Tools: Git, Google Cloud Platform, VS Code, IntelliJ, PlatformIO, DynamoDB, Jenkins
Libraries: MATLAB, NumPy

Projects

Trans Name Generator | *React, Expo*   https://github.com/ahon54/Name-Generator
- Implemented a JavaScript mobile app that suggests names for people transitioning given the phonetic spelling of their previous name
- Designed a sort function using the Levenshtein distance between word pronunciations to create the name suggestions, allowing for optimized search finding for names with phonetic similarity

Avoid the Virus Game | *C++, OpenGL*   https://github.com/chrisluey/avoid-the-virus
- Created a 2D platformer/turn-based RPG hybrid game using native C++ and OpenGL in a team of 5
- Implemented a JSON level loader to store player, platform, and enemy positions for level configuration