





# Elisa Luan

software developer

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## // languages

JavaScript	HTML/CSS
Java	C++
C#	C
SQL	Swift

## // technologies

React	Bootstrap
Node.js	Redux
Unity	Arduino
MongoDB	Firebase
PyTorch	

## // education



### University of Waterloo

2018 – 2023

Candidate for Bachelor of Software Engineering

- event coordinator for SE Society

## // interests

-  photography
-  badminton

## // work experience

**ZHY Interactive** – full stack developer

Jun – Aug 2019

Created the Royaltymine platform, a musical start-up, from the ground up

React, Redux, Bootstrap, Ant Design, MongoDB, NoSQL,

- Implemented new product features from design inception to code deployment, leveraging the React/Redux framework using JavaScript/HTML/CSS
- Created a flexible, and scalable service using MongoDB and replica sets
- Designed and executed a RESTful API to send data, such as videos, pictures, and user information between the front and backend interfaces
- Wrote modular React and Bootstrap styled components to make code mobile responsive, resulting in an increase in user mobile session duration by 86%

## // projects

### Bye Bye Parents / MoveOut – Hack the North

PyTorch, Flask, React, Material-UI, Recharts.js, Bootstrap

- Based on the data of 1,000 simulated users, determined if an individual is financially capable to live on their own
- Leveraged the TD Da Vinci API, PyTorch, scikit-learn and pandas for data parsing and model training
- Designed the web app interface using React, Material-UI and Bootstrap frameworks

### MonTrack

MySQL, express.js, Axios, React

- Developed an interface that allows users to track their purchases, displaying purchased item, price, quantity and purchased date
- Used MySQL for the backend database along with express.js and Node.js to create a RESTful API

### TapTapMemory

Swift

- Memory matching IOS application, challenged users to recall card placement and match by design
- Used Shopify API to obtain product images used for cards
- Implemented game logic with object-oriented programming to create game animation, card matches, and game win conditions

### The Arkit Experience – StarterHacks

Firebase, OpenCV, JavaScript/HTML/CSS

- Worked with OpenCV, shape recognition, allowing users to superimpose drawings into rectangles in augmented reality
- Used HTML, JavaScript, and CSS to host images from Firebase storage to generate dynamic web pages

### Tapsic

C, C#, Unity, Arduino

- Created a controller (Arduino), and a visual interface (Unity) for a rhythm tap game with personalized graphics using C and C#
- Employed low level code to serialize electrical signals into digital information between Unity and Arduino
- Designed a recursive algorithm to evaluate the score of the user