# Elisa Luan

software developer

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elisaluan.github.io

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## // languages

| | |
|---|---|
| JavaScript | HTML/CSS |
| Java | PHP |
| C#/C/C++ | Swift |
| SQL | |

## // technologies

| | |
|---|---|
| React | Bootstrap |
| Node.js | Redux |
| Unity | Arduino |
| MongoDB | Firebase |
| PyTorch | Jest |
| Styled-Components | |

## // education

**University of Waterloo**

2018 – 2023

Candidate for Bachelor of Software Engineering

- Event Coordinator for SE Society

## // interests

photography
badminton

## // work experience

**XE.com** – full stack developer  Jan – Apr 2020

React, PHP, Twig, Styled-Components, Jest

- Developed new features and refactored old code using functional components and React hooks while supporting a PHP Twig-based backend
- Increased website traffic by reworking metadata and sitemaps to promote XE's search engine visibility
- Created snapshot unit tests with Jest in an agile test-driven environment

**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

- 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

## // projects

**Bye Bye Parents / MoveOut** – Hack the North  elisaluan/MoveOut

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**  elisaluan/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

**The Artkit Experience** – StarterHacks  elisaluan/ArtKit

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**  elisaluan/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