





Elisa Luan

software developer

-  github.com/elisaluan
-  elisaluan.github.io
-  y9luan@uwaterloo.ca
-  linkedin.ca/in/elisaluan

// languages

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

// technologies

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

// education

University of Waterloo

2018 – 2023

Candidate for Bachelor of Software Engineering

- Event Coordinator for SE Society

// interests

Tensorflow
Pytorch
SQL
React

// work experience

XE.com – full stack developer

Jan – Apr 2020

React, PHP, Twig, Jest, Contentful, Styled-Components, Storybookjs

- Modelled and implemented XE's header and footer in Contentful, effectively reducing text-change friction between the marketing and dev teams
- Developed a new file upload component and refactored old code using functional components and React hooks
- Increased website traffic by reworking metadata and sitemaps with PHP scripts to promote XE's search engine visibility
- Created snapshot unit tests for jpeg, png, and svg image rendering 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, such as the landing page and contribution/transaction details form, from design inception to code deployment, leveraging the React/Redux framework
- Created a flexible, and scalable database using MongoDB and replica sets to store user profiles and songs
- Designed and executed a RESTful API to send data, such as videos, pictures, and user information for the song submission form

// 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