



## Edward Lu

Having just graduated from the University of Illinois at Urbana-Champaign, Edward is a consultant ready to apply the skills acquired in his undergraduate career as a Computer Engineering major to solve any sort of technical problems that he or his clients encounter. With his technical skillset, he hopes to work on an Agile team to ship software that can better the lives of not just his clients, but humans across the world every day.

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## Professional Experience

### Centric Consulting

*Consultant*

Chicago, IL

*June, 2016 - Present*

- Worked with an Agile development team to help debug and improve existing code

### DS Graphics Inc.

*Software Developer*

Lowell, MA

*December 2014 - Aug 2015*

- Migrated a number of the company's fundamental printing functions from legacy Visual Basic to Visual Studio 2013 in C#
- Debugged existing modules involving SQL server functions while simultaneously fixing and implementing algorithms restoring functionality to the original programs
- Conducted performance tuning on various programs allowing for customers to receive their invoices and emails quickly and efficiently

### LC-3B Processor Development

*Software Developer*

Champaign, IL

*Jan 2016 – May 2016*

- Implemented the assembly language LC-3b in System Verilog, writing the instruction set in its entirety using pipelining techniques that consisted of five stages: Instruction Fetch, Decode, Execute, Memory, and Write-back.
- Wrote and designed a cache arbiter that allowed for cache reads and writes, allowing for the previously written instructions to be able to load and store desired memory contents.
- Implemented a data forwarding and hazard detection system in addition to integrating a unified L2 cache with the entire hierarchy.

### Operating System Development

*Software Developer & Meeting Facilitator*

Champaign, IL

*Jan 2015 – May 2015*

- Modified the Linux real-time clock (RTC) driver to toggle characters on the text-mode video console from one ASCII character to another with a user-settable toggle rate
- Extended a video game consisting of around 4,000 lines of code with additional graphics and a serial port device; wrote driver initialization for a TUX controller; used the pthread API to implement a spinlock on the device to prevent spamming
- Developed a fully functional operating system in x86 Linux with three other team members on campus; organized meetings and divided up work between team members given prior knowledge of each member's key strengths

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## Education

### University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Engineering

*May, 2016*