EMILY LU

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EDUCATION

University of California, Los Angeles (UCLA)   **Los Angeles, CA**
B.A. Computer Science and Linguistics   *Expected March 2026*
- GPA: 3.59/4.0
- Relevant Coursework: Data Structures & Algorithms, Software Construction, Computer Architecture, Probability, Artificial Intelligence, Data Science, Computational Linguistics, Database Management Systems, Theory of Computing (in progress)

SKILLS

- Languages: C++, Java, Javascript, Python, HTML/CSS, Haskell, SQL, Cypher Querying, Typescript, Shell Scripting
- Technologies/Framework: Linux, MongoDB, React, NodeJS, Git/GitHub, Figma, Angular.js, neo4j, Agile, Jira

RELEVANT EXPERIENCE

Software Engineering Intern   **Bellevue, WA**
Salesforce   *June 2024 - September 2024*
- Created and designed Test Send Feature for the MobilePush team allowing users to test personalized messages before sending, utilizing JavaScript, HTML, and CSS
- Built a modal window with a dynamic picklist populated via API calls to filter and retrieve eligible testing contact lists
- Enabled automated test messaging by coding functionality that uses API calls to copy existing payload onto a new message and modify parameters to deliver test message
- Developed a results tab that returns real-time feedback on send results and errors based on network response

Software Engineering Intern   **Los Angeles, CA**
Daily Bruin   *October 2023 - January 2024*
- Constructed a CRUD full-stack application used for managing sources database by designing Django models and utilizing Docker to deploy database container
- Organized codebase by creating code review guidelines and worked on bug tickets

Backend Developer   **Los Angeles, CA**
Creative Labs   *October 2023 - December 2023*
- Utilized MongoDB for e-commerce web application by designing user schema to hold secure customer information and routing front-end data to server
- Integrated Shopify API for application to handle and prompt user for secure payments within application

Quality Control Intern   **Fremont, CA**
Boehringer Ingelheim   *June 2023 - August 2023*
- Cleared 2 years of test record backlog through comprehensive data documentation, ensuring reliable data retrieval for audits
- Archived 6 months of reconciliated data using Excel VBA and assisted with data reconciliation through Python Pandas

PROJECTS

Bruin Connect
- Developed a full-stack web application with a tech stack of Mongoose, Express.js, React.js, and Node.js which allows users to upload events on campus, search and filter through event listings, and make friends with others
- Implemented Google Maps API allowing for users to see event markers with an on click method that displays an info window and automatically scrolls and highlights corresponding event listing

Peach Party
- Applied C++ classes, inheritance, and polymorphism to create an object-oriented game using event-driven programming paradigm to handle user input
- Employed sophisticated collision detection algorithms to control game objects, such as avatars, squares, villains, and projectiles, allowing for object overlap to dynamically impact respective statuses

Advanced Tic Tac Toe
- Created a ReactJS version of tic tac toe with unique gameplay mechanics, including moving existing pieces to adjacent squares and rules for center square pieces
- Leveraged React components, props, and render methods to develop a reactive UI rendering game
- Applied state management for interactive components, allowing user interactions through onClick events