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in elitelu

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# **Summary of Qualifications**

- McMaster fourth year student in Computer Science with a minor in Mathematics
- Completed three different software developer co-op positions and developed applications using various IDES and industry used languages such as Java, C++, and JavaScript

## **Education**

Bachelors of Computer Science with a Minor in Mathematics | McMaster University

**1** 09 2021 - 04 2026

Hamilton, Ontario, Canada

# **Job Experience**

Frontend Developer Intern | OLG

**1** 09 2024 - 12 2024

North York, Ontario, Canada

- Focused on refactoring site from Vue 2 to Vue 3's Composable API
- Developing the OLG.ca website with A11y, increasing site accessibility by 70%
- Working alongside different labs (teams) such as payment and accounts lab on different parts of the site (health, playbreaks, etc.)

Software Developer Intern | CIBC

**1** 01 2024 - 04 2024

▼ Toronto, Ontario, Canada

- Part of the RMVV (Risk Management Vetting and Validation), DA (Deal Analyzer), and CDD (Climate Data Dashboard) teams
- Focused on development of the different applications by utilizing user stories
- Created the documentation for the CDD Macros and for the DA Admin Application, which increased the usability of the macros by and hastened development by 80%
- Leads the daily meetings as scrum master, thus fostering team support and facilitating agile development

Software Developer Intern | Practice Perfect EMR

**i** 05 2022 - 09 2022

Concord, Ontario, Canada

- Designed an API tester that checks server health along with producing PDFs from APIS
- Generated JSON files from server calls
- Created a GUI for the application in Java for a better user experience
- Decreased overall test duration and bug fix times by 50%

#### **Extracurriculars**

Game Development Club | McMaster University

**1** 09 2023 - ONGOING

Hamilton, Ontario, Canada

- Currently learning and using Godot as a game engine to gain expertise in creating diverse game genres, including platformers, visual novels, and fighting games.
- Focusing on the development of different games along with the design of various amounts of assets (art, music and animation)

## **Projects**

Elite Lu Website | 🖸 | 🏶

**1** 09 2023 - ONGOING

- Demonstrated coding prowess and artistic abilities through the creation of a captivating website that effectively showcased technical skills and creative talent, resulting in increased visibility and recognition within the industry
- Crafted three supplementary applications, among them a pixel background generator for websites, while also executing two subdomains for side projects like an art portal
- Scores around 90%-95% in terms of efficiency based on PageSpeed Insights

GitHub Stats | 😯

**1** 05 2024 - ONGOING

- Developed a backend application that tracks the user's most commonly used languages in their repos by utilizing Express.js
- Displays graphically the user's most used languages with an SVG image that can be added onto their README.md files on GitHub
- Focusing on adding a weighted graph for projects and colour themes

LinkHub   • • • • • • • • • • • • • • • • • •			
<ul> <li>Website URL consolidation service developed using Next.js and React.js while utilizing JavaScript, HTML, and CSS and allows for users to easily modify by cloning the project and modifying JSONs and a CSS file</li> <li>Adheres to accessibility best practices and scores a 99% on PageInsights</li> <li>Pixel Background Generator  </li></ul>			
		API and Server Stability Tester	
		Developed two distinct GUIs that facilitated the generation of	of JSON and the creation of PDFs from APIs
		<ul> <li>Maintained server health and stability by executing simultaneous server calls in sets of five, ten, or twenty</li> <li>Produced JSONs of server information of users and decreased test durations by a factor of 50%</li> </ul>	
The Simple Derivatives Game   • • • • • • • • • • • • • • • • • •			
<ul> <li>Developed a math game that teaches students in grades 11 a</li> </ul>	and 12 the basics of derivatives in the form of a game		
	", offering distinct game experiences for players, with the latter in-		
	eplay to engage students, facilitating their easy acquisition of deriva		
Relevant Courses			
COMPSCI 3TB3   Syntax-Based Tools and Compilers   A+			
<b>ii</b> 01 2025 - 04 2025	McMaster University		
etc.), along with related tools and languages	.), parsers (Earley's Parser, LR Parser, Recursive Descent Parser,		
Utilized different levels of coding, varying from Web Assemb	ly to JavaScript to develop compilers for varying languages		
COMPSCI 4HC3   Human Computer Interfaces   A+			
<b>i</b> 09 2023 - 12 2023	McMaster University		
• Designed a prototype for a McMaster online booking portal coding principles to obtain user satisfaction (waterfall vs. agil	utilizing design principles, software development life cycles, and le)		
<ul> <li>Used background in art to design the UI to match the user's ping, etc.)</li> </ul>	expectations and allow for ease of use (colour theory, button map-		
Coding Languages			
ARM C C# C++ CSS EIm Haskell HTML Web Assembly	Java     JavaScript     Latex     Prolog     Python     R     SQL		
Frameworks, APIs, Build Automation Tools, and Libr	raries		
Flask Gradle Next.js Node.js Processing React.j			
Developer Platforms/Tools			
	DBeaver   Eclipse   GitHub   Jira   JupyterHub   MATLAB		
Netbeans OverLeaf Postman Swagger Visual Stud			
Languages			
English Mandarin Chinese			