

# Elite Lu

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## EDUCATION

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### McMaster University

*Bachelor of Applied Science in Computer Science, Minor in Mathematics*

Hamilton, Ontario

Sept. 2021 – Apr. 2025

## EXPERIENCE

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### Game Development Club

*McMaster University*

Sept. 2023 – ONGOING

*Hamilton, Ontario*

- 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)

### Software Developer

*Practice Perfect EMR*

May 2022 – Sept. 2022

*Orangeville, Ontario*

- Implemented an API tester that checks server health along with producing PDFs from APIS, taking a maximum of 3 seconds per server call
- Tested more than 20 different APIs for proper information and speed of generation
- Created the GUI for the application in Java for a better user experience and ease of access for coworkers, decreasing overall test duration and bug fix times by 50%

### VEX Robotics

*Newmarket High School*

Sept. 2019 – Mar. 2020

*Newmarket, Ontario*

- Used VEXCode V5 to develop an application that allowed the team robot to move in the x-y plane
- Aided in the software development of the team robot and helped all 10 allied teams with code
- Designed the clamp mechanism to score points and a block storage area that held 25% more blocks on average

## PROJECTS

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### Elite Lu Portfolio Website | *Java, JavaScript, CSS, HTML, React, next.js*

Sept. 2023 – Present

- 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

### API and Server Stability Tester | *Java, Gradle*

May 2022 – Sept. 2022

- Developed two distinct GUIs that facilitated the generation of JSON and the creation of PDFs from APIs
- Maintained server health and stability by executing simultaneous server calls in sets of five, ten, or twenty
- Produced JSONs of server information of users and decreased test durations by a factor of 50%

### The Simple Derivatives Game | *Elm*

Jan. 2022 – May 2022

- Developed a math game that teaches students in grades 11 and 12 the basics of derivatives in the form of a game
- Featured two main game modes: "freeplay" and "normal play", offering distinct game experiences for players, with the latter incorporating a three-lives system.
- Incorporated procedural generation for interactive user gameplay to engage students, facilitating their easy acquisition of derivative knowledge

## TECHNICAL SKILLS

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**Languages:** ARM Assembly, C, C#, C++, CSS, Elm, Gradle, Haskell, HTML, Java, JavaScript, Latex, Processing, Prolog, Python, R, SQL

**Frameworks:** Next.js, React

**Developer Tools:** DBaiver, Eclipse, GitHub, JupyterHub, MATLAB, Netbeans, OverLeaf, VS Code