ELITE LU

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Summary of Qualifications

- McMaster third year student in Computer Science looking for a 4-8 month co-op term starting May 2024
- Completed two different software developer co-op positions and developed applications using various IDES and industry used languages such as Java, C++, and Javascript
- Interested in positions that involve software development, including both frontend and backend

Education

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

📅 09 2021 – 04 2026   📍 Hamilton, Ontario, Canada

Job Experience

Software Developer Intern | CIBC

📅 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

📅 05 2022 – 09 2022   📍 Orangeville, 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

📅 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)

VEX Robotics | Newmarket High School

📅 09 2019 – 03 2020   📍 Newmarket, Ontario, Canada

- 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

Elite Lu Website | ○ | 🌐

📅 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

Pixel Background Generator | ○

📅 09 2023 – ONGOING

- Showcases and generates different dithered pixel backgrounds used for my portfolio website
- The application allow for users to easily change colours, load in presets from a JSON file, and generate images

- Halved development time for the backgrounds on my website

API and Server Stability Tester

📅 05 2022 – 09 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 |

📅 01 2022 – 05 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

Relevant Courses

COMPSCI 4HC3 | Human Computer Interfaces | A+

📅 09 2023 – 12 2023   📍 McMaster University

- Designed a prototype for a McMaster online booking portal utlizing design principles and coding principles to obtain user satisfaction (waterfall vs. agile
- Used background in art to design the UI to match the user's expectations and allow for ease of use (colour theory, button mapping, etc.)

COMPSCI 2C03 | Data Structures and Algorithms | A+

📅 09 2022 – 12 2022   📍 McMaster University

- Learned about different algorithms and data structures and its usage in modern software development (shortest path algorithms such as Dijkstra's, different sorting algorithms, etc.
- Demonstrated understanding and ability to apply these algorithms development of code

Coding Languages

ARM   C   C   C++   CSS   Elm   Gradle   Haskell   HTML   Java   JavaScript   Latex   Processing   Prolog
Python   R   SQL

Frameworks, APIs, and Libraries

Flask   Next.js   Node.js   Postman   React   Swagger   Vue.js

Developer Platforms/Tools

Adobe Suite (AEM)   Cloudflare Workers   DBeaver   Eclipse   GitHub   JupyterHub   MATLAB   Netbeans
OverLeaf   Visual Studio   VS Code

Languages

English   Mandarin Chinese