Elite Lu

@ lue13@mcmaster.ca   📞 (647) 656-5359   📍 Ontario, Canada

in elitelu   ⊙ honkita   🌐 elitelu.com

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

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

Job Experience

Frontend Developer Intern | OLG

📅 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

📅 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)

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

- - - -

GitHub Stats | ⊙

📅 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 |

📅 10 2023 – 06 2024

- 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
- Adheres to accessibility best practices and scores a 99% on PageInsights

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, software development life cycles, 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 Haskell HTML Java JavaScript Latex Prolog Python R SQL

Frameworks, APIs, Build Automation Tools, and Libraries

Flask Gradle Next.js Node.js Processing React.js Vue.js

Developer Platforms/Tools

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

Languages

English Mandarin Chinese