Elite Lu

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

in elitelu   ⌨ honkita   🌐 elitelu.com

Summary of Qualifications

- McMaster student graduating with a degree in Computer Science with a minor in Mathematics.
- Completed various different software developer and networks co-op positions and developed applications using various IDES and industry used languages such as Java, C++, and JavaScript along with network design.
- Looking for full-time opportunities in software development and network design starting in May 2026.

Education

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

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

Job Experience

Network Design Intern | Hitachi Rail

📅 05 2025 – PRESENT   📍 North York, Ontario, Canada

- Responsible for designing different CBTC network solutions for various projects such as Muni Metro/TCUP, Montréal Blue Line, and Hyderabad.
- Aided in redesigning model projects Vanilla 7 and DCS 3.2.
- Drawing different TCP/IP layer diagrams (Layer 1, 2 and 3).
- Working alongside different designers to set up and test different networks.

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   📍 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%.

Projects

Elite Lu Website | ⌨ **|** 🌐

📅 09 2023 – ONGOING

- Demonstrated coding 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.
- Utilized Next.js and TypeScript to develop a responsive and visually appealing website that effectively showcases my portfolio and skills.
- Displays projects, experience, contact information, and an additional music section to get to know me.
- 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.

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 4AL3 | Applications of Machine Learning | A+

📅 09 2025 – 12 2025   📍 McMaster University

- Implemented various machine learning algorithms such as decision trees, k-nearest neighbors, and neural networks using Python and R to analyze datasets and make predictions.
- Explored advanced topics such as deep learning, reinforcement learning, and natural language processing through hands-on projects and assignments.
- Utilized libraries such as PyTorch and Scikit-learn to build and train machine learning models for real-world applications.

COMPSCI 4HC3 | Human Computer Interfaces | A+

📅 09 2023 – 12 2023   📍 McMaster University

- Designed a prototype for a McMaster online booking portal utilizing 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.).

Coding Languages

ARM | C | C# | C++ | CSS | Elm | Haskell | HTML | Java | JavaScript | Latex | Prolog | Python | R | SQL | TypeScript | Web Assembly

Frameworks, APIs, Build Automation Tools, and Libraries

Express.js | Flask | Gradle | Next.js | Node.js | Processing | React.js | Vite | 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