You Hui Lu

Software Engineer

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I am an adaptable coder, able to pick up new technologies quickly. I am a meticulous problem solver, observing problems and trying to find simple solutions that can be expanded even further with time and dedication.

SKILLS

HTML, Javascript, C++, Java, Node, SQL, React, MongoDB, Python, Axios, Css

PROJECTS

General Assembly, X Immersive Program | 12/2020 – Present
Applied skills in HTML, CSS, and Javascript in a 500-hour full-time course. Developed a portfolio of projects, including:

Dnd Character Creator - An app that uses express and SQL to make a dnd character and have a simulation fight to examine your stats when fighting an enemy to know your potential limits, weaknesses, and strengths.

Path of Greed - An app that uses a Python flask server to fetch data from the Path of Exile api to process and send to a React app that creates a table of processed data using react-bootstrap-table to show the user an easy to process data table.

String Quartet - A team project that uses a Node.js server and CRUD routes to interact with a Mongo database and the Spotify api to create a website that has gives the user the ability to create an account and make custom playlists and search songs.

EXPERIENCE

EDUCATION

General Assembly, Software Engineering, Washington, DC, 12/2020 – 03/2021