

# Janna Lu

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## Education

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<b>Carnegie Mellon University</b>	<i>Pittsburgh, PA</i>	August 2024 - May 2028
Bachelor of Science in Information Systems, Minor in HCI Concentration in Data Analytics		
<b>California Academy of Math and Science</b>	<i>Carson, CA</i>	August 2020 - June 2024
Science Technology Engineering Math Pathway		

Relevant Coursework:

Fundamentals of Programming and Computer Science, Integration and Approximation,  
Concepts of Mathematics, Principles of Imperative Computation, Information Systems Milieu

## Project Experience

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<b>Tetris Game</b>	September 2024
<ul style="list-style-type: none"><li>Fully functional Tetris with score counter, randomized colorful pieces, all designed using CMU graphics</li></ul>	
<b>AI Checkers</b>	November 2024 - December 2024
<ul style="list-style-type: none"><li>Integrated multiplayer functionality, allowing local player-vs-player games</li><li>Developed a rule-based game engine to enforce Checkers rules, including capturing moves and king promotion</li><li>Designed an interactive Pygame GUI, handling real-time player input and board rendering</li></ul>	

## Skills

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<b>Languages</b>	C, C++, Python, Java, HTML/CSS, LaTeX
<b>Technologies</b>	Linux, VS Code, Git

## Activities

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<b>CMU Women in Information Systems</b>	August 2024 - Present
<b>Carnegie Mellon Swim and Dive</b>	August 2024 - Present
<ul style="list-style-type: none"><li>Member of Women's Varsity Swim Team</li></ul>	