

# Lulu Sun

lulusun18@gmail.com | (216) 294-9067 | github.com/lulu-sun

## EDUCATION

**Case Western Reserve University**, Cleveland, OH  
M.S. Computer Science, GPA: 4.0

Aug 2023 – Jun 2025 (Expected)

**Northwestern University**, Evanston, IL

Sept 2014 – June 2018

B.S. Chemical Engineering, Minor in Biotechnology and Biochemical Engineering

## SKILLS

**Languages:** C, Python, C#, Ruby, JavaScript, MATLAB, Java, HTML, CSS, SQL, Kotlin

**Development tools:** Git, GitHub, Visual Studio, Visual Studio Code, Unity, Flask, Django, React, NodeJS, Android Studio

**Relevant Courses:** Data Mining, Database Systems, Analysis of Algorithms, Data Science, Software Engineering, HPC

## PROGRAMMING PROJECTS

### “Choo-Choo Zoo”

Aug 2023 – December 2023

*Developer, Project Manager | Unity Game Engine, C#*

- Therapeutic game for children with cerebral palsy or traumatic brain injury to develop physical and cognitive skills
- Implement tutorial minigame & functional UI elements including menu interaction, audio controller, & reward system
- Deliver project presentation to class of 30+, and panel of 6 judges; set project milestones, delegate tasks, scheduled expert interviews and meetings, and led group discussions

### “Dodo’s Day”

May 2022 – June 2022

*Project Manager, Lead Developer | Unity Game Engine, C#*

- Successfully oversaw a 2-month game development process by making critical design decisions, completing project milestones by delegating task items, and ensuring user playability by unit testing and playtesting
- Developed and organized game elements using object-oriented design patterns

### “READLIST”

December 2021

*CS50x Final Project | Flask, Python, SQL*

- Developed a web application for tracking personal reading lists with private user account functionality
- Designed and implemented SQLite database schema to store each user’s reading lists with completion status & time stamps
- Built a feature that generates recommendations from the Bestselling Hardcover list using the New York Times API

### “Mito”

November 2021

*Team Leader – Liquid Hacks 2.0 | NodeJS, ExpressJS, Heroku*

- Built and submitted web application which analyzes and visually presents player statistics from competitive games
- Developed main feature that aggregates player statistics from Riot API and generates a summary of player performance
- Set project goalposts and deliverables and compiled presentation with project story for final submission on Devpost

## EXPERIENCE

### Cleveland Heights Church, Ministry Training Program

Cleveland, OH

*Intern*

Aug 2022 – June 2023

- Strengthened individual lives and community connections by planning, leading, and managing 40+ impactful Bible studies, gospel events, and church events
- Developed strong public speaking and interpersonal skills by delivering 30+ weekly project presentations, driving gospel outreach initiatives, and leading congregational worship

### Journey Learning Studio, Introduction to Computer Science Principles

Seattle, WA

*Instructor*

June 2022 – Aug 2022

- Taught programming fundamentals in Python, including strings, conditional statements, Boolean variables, and loops
- Designed a tailored 8-week curriculum of comprehensive lecture content, homework, and engaging end-term projects
- Received very positive feedback from students, demonstrating the effectiveness of the curriculum for fostering learning

### Seattle Children’s Hospital Research Institute, Seattle Children’s Therapeutics

Seattle, WA

*Research Scientist, Technology Development Team*

August 2019 – June 2021

- Evaluated three novel Chimeric Antigen Receptor (CAR) T-cell production technologies for treatment of childhood leukemia and lymphoma via extensive exploratory experiments
- Generated, characterized, and maintained tumor antigen expressing cell lines for functional T-cell assays
- Created Good Laboratory Practice (GLP) compliant pipetting protocols on the Integra ASSIST pipetting robot to introduce automated sterile cell culture procedures for the lab