Lulu Sun

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Engineer with a strong STEM background breaking into the software engineering world. Collaborative, versatile, and dedicated to driving projects to completion.

EDUCATION

Northwestern University, Evanston, IL   Sept 2014 – June 2018
B.S. Chemical Engineering, Minor in Biotechnology and Biochemical Engineering
McCormick School of Engineering and Applied Science

SKILLS

Languages: C, Python, C#, Ruby, JavaScript, HTML, CSS, SQL
Development tools: Git, GitHub, Visual Studio, Visual Studio Code, Unity, Flask, Django, React, NodeJS

RELEVANT COURSEWORK

Graph Search, Shortest Paths, and Data Structures	*Stanford & Coursera*
Divide and Conquer, Sorting and Searching, and Randomized Algorithms	*Stanford & Coursera*
CS50x Introduction to Computer Science	*Harvard & edX*
CHEM_ENG 379 Computational Biology	*Northwestern University*

PROGRAMMING PROJECTS

"Dodo's Day"   May 2022 – June 2022
Project Manager, Lead Developer | Unity Game Engine, C# | Website Link
- Showcased a personalized 2D Pokémon-style RPG at a wedding event, complete with custom stories and characters
- 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 | Demo Link
- 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 & timestamps
- Built a feature that generates recommendations from the Bestselling Hardcovers list using the New York Times API

"Mito"   November 2021
Team Leader – Liquid Hacks 2.0 | NodeJS, ExpressJS, Heroku | Devpost Link
- 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

LEADERSHIP

Cleveland Heights Church   August 2022 – Present
- *Youth Camp Music Team:* Engaged and led an audience of over 200 in worship through singing and piano accompaniment
- *Youth Camp Small Group Leader:* Led 6 small group sessions, facilitating Bible-based discussions and reflections
- *Event Coordination:* Planned, organized, and hosted several gospel outreach events
- *Presentation Coordinator:* Designed 40 presentation schedules, optimizing order and considering individual requirements