

# Lulu Sun

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Dedicated self-taught programmer searching for a career in software development. Detail-oriented and experienced with driving projects to completion. Thrives in an environment of open collaboration and strong teamwork.

## EDUCATION

**Northwestern University**, Evanston, IL

Sept 2014 – June 2018

McCormick School of Engineering and Applied Science

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

## SKILLS

### Programming

Python, Ruby, C#, C, JavaScript, HTML, CSS, Repl.it, Git, GitHub, Visual Studio, Visual Studio Code, Unity, Flask, Django

## EXPERIENCE

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

Seattle, WA

*Instructor*

June 2022 – Current

- Lead a class of 6-8<sup>th</sup> graders through weekly classes of lessons, discussions, and interactive activities, using Scratch, Python, Repl.it, and Canvas
- Develop custom 8-week curriculum and homework, create lecture content, and design end-term projects

**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

**Northwestern University, *Department of Chemical and Biological Engineering***

Evanston, IL

*Northwestern iGEM Student Mentor*

July 2018 – October 2018

- Mentored the 2018 iGEM (international Genetically Engineered Machine) team as a member of the 2017 award-winning team by teaching experimental techniques and troubleshooting experiments,
- Guided team by providing feedback on team organization via Gantt chart, outreach efforts, and website content in weekly meetings

## PERSONAL PROJECTS

**Dodo's Day**

May 2022 - June 2022

*100100 Productions*

- Delivered a cohesive custom game by spearheading a 2-month game development process, delegating task items, determining the core game loop, designing the sprites and tilesets, and coordinating idea contributions from bridesmaids
- Presented Pokemon-inspired story game to wedding party during wedding festivities as a personalized gift to the bride
- Developed individual minigames, interactive dialogue system, and customized animated sprites for each bridesmaid

**Mito**

November 2021

*Team Liquid Hackathon*

- Built and delivered web application to analyze player stats from League of Legends competitive games with visual graphs
- Collaborated with a team of 4 by driving progress, managing project goalposts and deliverables, and compiling presentation and project story for submission on Devpost
- Designed web app aesthetics for readability and accessibility, using minimalistic charts and colorblind-friendly colors
- Populated data graphs with calculated player statistics using information pulled from the Riot API

## RELEVANT COURSEWORK

### Certification of Completion

- Divide and Conquer, Sorting and Searching, and Randomized Algorithms, *Stanford & Coursera*
- Graph Search, Shortest Paths, and Data Structures, *Stanford & Coursera*
- CS50x Introduction to Computer Science, *Harvard & edX*

### Other Courses

- App Academy Open, *Full Stack Online*