Lulu (Zilu) Zhu

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EDUCATION

University of California San Diego B.S. in Computer Science with Cognitive Science minor, GPA 3.4

Graduated 2022

SKILLS

Languages Javascript || HTML || CSS || Python || Java || Typescript || C || C++

Front End ReactJS || AngularJS || Bootstrap || NodeJS || Unit Testing (Jest, Cypress) || REST APIs

Design Figma || UX Design || Photoshop || Wireframing || User Research || Adobe XD || Illustrator || Indesign

PROJECTS

Personal Website Jul 2022 - Present

Front End Engineer and UI/UX Designer

- Designed portfolio website from ground up through UI sketches and high fidelity prototypes on Figma emphasizing responsive design
- Implemented web application using HTML5, CSS Flexbox and Bootstrap, as well as media queries
- Researched documentation to investigate advantageous technologies to apply to project
- Analyzed self-set scope progress weekly and adapted deadlines based on milestones, pace, and debugging needs

Pomodoro Timer Jan 2021 - Mar 2021

Front End Developer

- Built fully-functioning Pomodoro timer web application in 10 weeks with a 10 person team using Javascript, HTML, CSS
- Executed audio functionality, buttons, light/dark mode, and performed Jest and Cypress unit testing
- Collaborated with and assisted other developers with bugs, documentation, and feature disabling
- Applied continuous integration and quality focused code development in an Agile environment on Github
- Prioritized accessibility by ensuring colorblind users can distinguish different mode colors
- Devised and utilized custom CI/CD pipeline with a superlinter for syntax and style checking, unit tests, and automatic documentation using JSDocs

EXPERIENCE

General Atomics Jun 2021 - Jun 2022

Software Engineer Intern

- Developed scripts automating data acquisition and presentation summaries in support of National Ignition Facility using Python and Jupyter Notebooks
- Engineered scripts to advocate for user friendliness and safety in regards to data management
- Examined existing file structure and instituted model to reduce manual work, leading to 18x increased efficiency
- Improved documentation standards and maintained detailed line by line documentation for non-technical users

University of Rochester's Laboratory for Laser Energetics

Jul 2020 - Sep 2020

Fullstack Intern

- Spearheaded design and full-stack development of a web-based user interface providing asynchronous diagnostic analytical updates from user configurations on Angular S, Bootstrap, and Node S
- Designed wireframe and storyboard for UI design of preliminary project version, updated library to CanvasJS to enhance user experience
- Facilitated communication between the web development team leading to updated procedures
- Integrated code to align with industry Git practices, used Gitlab for tasks and communication

EXTRACURRICULARS

Trend Magazine

Graphic Designer 2018-2020

- Directed student-run fashion magazine's brand identity while designing magazine spreads, covers, social media advertisements, and merchandise
- Collaborated with marketing managers, writers, photographers, and stylists to publish bi-annual issues

COURSES

Object Oriented Programming || Algorithms and Systems Math || Statistical Methods || Advanced Data Structures || Digital Systems || UX & Product Design || Machine Learning || Usability and Information Architecture