LUCY YU

5A Honours BCS and BBA

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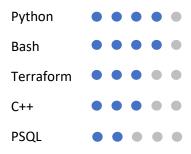
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GitHub: github.com/lusee88 Website: lusee88.github.io/web/

Skills

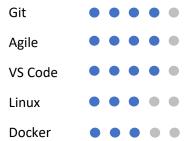
Programming Languages



Programming Frameworks

Django				
Angular	•	•	•	
React				

Development Tools



Extracurriculars

Basketball Ultimate Muay Thai

Guitar Video Games with Friends

Coaching Foodie Skateboarding

Work Experience

DevOps Engineer | NerdWallet

Jan 2021-Present

- Redesigned the image build system using Docker, AWS CodeBuild, and a serverspec based testing software to parallelize image builds to save engineers time to test and deploy and mitigate deployment risks
- Automated a customizable and less complex image creation process
- Used Terraform to create infrastructure to communicate with AWS
 services to reduce repetitive tasks and improve technology maintenance

Full Stack Developer | Local Line

Jan 2020-Apr 2020

- Increased customer satisfaction by 40% by restructuring checkout experience with Python, Angular, and PSQL, and Django framework
- Improved efficiency of downloading large selections of data by 300% of its original time and removed server hang through optimizing code
- Remodeled the design of the web application to implement a Model-View-Controller design pattern

Cybersecurity Analyst | Toronto-Dominion Bank

Jan 2019-Apr 2019

- Constructed **Python** scripts to automate data collection of Web Certificate information, reducing labour time by **3x** the benchmark
- Wrote VBA scripts to generate monthly KPI reports to monitor improvements in certificate management
- Facilitated meetings with other IT teams to ensure business operations
 run efficiently and are continuously improving

Projects

Adaptive Dynamic Programming (Coursework)

- Implemented the active dynamic programming algorithm for reinforcement learning by balancing exploration and exploitation
- Used the Bellman equation to update optimistic policy estimates
 Personal Website
- Developed from scratch using **React** with typing animation written in **JS** Biquadris (*Coursework*)
 - Programmed a local two-player Tetris game in C++ using a Model-View-Controller design pattern and complex data structures
 - Adhered to the four Object-Oriented Programming principles and followed a strict UML diagram

Restaurant Randomizer

- Python3 script to take in user input and filters through an Excel spreadsheet to extract relevant data according to user input with numpy and pandas and randomizes a restaurant within the accepted subset
- Data is organized to prioritize places according to ratings provided by affected parties and weighted equally between all parties
- Significantly reduces indecision time and aids with decision paralysis

Education

University of Waterloo / Wilfrid Laurier University

(Expected) 2017-2022

Candidate for Double Degree Bachelor of Computer Science and Bachelor of Business Administration