

Lu Shu

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Fresh graduates | Hong Kong | Frontend Developer

EDUCATION

Hong Kong Polytechnic University - Multimedia and Entertainment Technology GPA: 3.7/4.0 (Distinction) Master	Sep 2021 - Nov 2022
University of California, Los Angeles - Summer Program. GPA: 4.0/4.0	Jul 2016 - Sep 2016
Communication University of China - Cultural Industry Management. GPA: 3.4/4.0 Bachelor	Sep 2014 - Jun 2018

WORK EXPERIENCE

Gongdao Technology - Frontend Developer	May 2020 - May 2021
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- Built web applications for courts and arbitration institutions with JavaScript, HTML, CSS, React, and Angular. Cooperate with back-end team and UX team to develop, test and deploy applications based on prototypes and API documents.
- Used Angular to develop a personnel management system for Supreme People's Court. An async loading method was implemented to optimize the rendering performance on the tree structure showing more than 3000 organizations by 4 times.
- Built a user satisfaction system for the company. Embedded questionnaire Angular component into the front pages to collect feedback, and adopted Viser UI library to build the data visualization dashboard.
- Developed the low-code platform's React and Angular components for mobile and PC respectively. Used this platform to build applications for product features.
- Developed data visualization large screens on Alibaba Cloud. Used jQuery to write reusable components, e.g., infinite scrolling text component and infinite carousel component.

ByteDance Technology - Digital Marketing	Jul 2018 - Jul 2019
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- Took charge in two HTML5 mini-game for user growth. Responsibilities included organizing brainstorming, managing requirement reviews, coordinating developers and designers, budgeting for promotion plans, etc. Obtained over 1,000,000 and 500,000 clicks respectively. One of them achieves twice the number of clicks than expected.
- Achieved two spot bonuses during the year. Got E(8%) in annual performance evaluation.

PROJECT EXPERIENCE

Breeze (PC Game) - Unity Developer & Project Manager	Dec 2021 - Sep 2022
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- A PC game as my Final Year Project for my master's program. Achieved 30000+ unique players on Steam until September 25.
- Used C# and Unity to develop the game, including the puzzle-solving system, inventory system, localization system, etc. Applied Unity Analytics to monitor players' behaviors. Implemented interactable UI with LeanTween. Used PathFinder for character navigating.
- Applied scrum development framework to manage the development process. Used Notion to keep track of sprints, epics, stories, and tasks. Organized sprint review weekly meetings.
- [Steam store link.](#)

Wishing Planet (Web Application) - Frontend Developer	Feb 2022 - Apr 2022
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- Developed the web application to simulate wishing on shooting stars as the final project for the Interactable Multimedia Environments course. Achieved Grade A.
- Used React and create-react-app as frameworks. Adopted TensorFlow.js to detect praying postures through a web camera. Used P5.js to visualize the user's wishing voice as a unique pattern on Canvas.
- [Online demonstration.](#)

Golden-Miner-Like Game (Web Game) - Frontend Developer	Oct 2021 - Dec 2021
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- Course project for internet computing and applications. Built with vanilla Javascript, HTML, and CSS as required.
- Used sessionStorage to simulate user login and share data across pages. Used template tag to reuse the DOM elements and simulate components. Applied CSS media query and border-image to make it mobile compatible. Implemented the rest features using vanilla JavaScript, including motion control with a finite state machine, collision detection, mock ranking, and an achievement system.
- [Online demonstration.](#)

Social Phobia Simulator (VR application) - Unity Developer	Sep 2021 - Dec 2021
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- Course project for Visual Reality. In the VR world, the user interacts with the world to experience the difficulty of public speaking of social phobia. Achieved Grade A for this course.
- Used C#, Unity, and Oculus Integration plug-ins to develop it. It could run on the Oculus headset.
- [Online demonstration.](#)

SKILLS LIST

Programming Languages: JavaScript, HTML, CSS, jQuery, TypeScript, Less, C#.

Frameworks & Tools: React, Angular, Node.js, Git, Unity, React-Router, Axios, Redux, Material UI, AntD.

English: Toefl 102, GRE 329 (V164, Q165).

Related Courses: Internet Computing and Application, Game Development, Fundamentals of Computer Graphics(MOOC), Data Structures and Algorithms(MOOC).