

Tuong Luu

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EDUCATION

University of Waterloo

Candidate for Bachelor of Honours Computational Mathematics

Waterloo, Ontario

Sep 2023 - May 2028

TECHNICAL SKILLS

Languages: Python, Java, JavaScript/TypeScript, C/C++

Frameworks & Libraries: FastAPI, Node.js, Express, React, Next.js

Databases: PostgreSQL, MongoDB

Cloud Platforms: GCP (GKE, Secret Manager)

Tools & Platforms: Git, Docker, Linux, Bash, VS Code, Postman

Certifications: [Azure Fundamentals](#), [Azure AI Fundamentals](#)

EXPERIENCE

Software Developer Intern

Lynkr Inc

Toronto, Ontario

Sep. 2025 – Present

- Co-led the development of **Lynkr Workbench**, the flagship product, from inception to beta, generating over **\$100,000 CAD** in revenue.
- Built a containerized **FastAPI + Next.js** solution using Docker, featuring an AI orchestration pipeline to manage agent creation and execution.
- Implemented **RBAC**, multi-organization support, **MFA**, and an **audit logging system**, improving security, compliance, and scalability for 50+ client organizations.
- Set up **GitHub Actions CI/CD** pipelines, automating testing, linting, and deployments to reduce integration issues and ensure production-ready builds.
- Integrated **Google Cloud Secret Manager** to securely manage API keys and credentials, following cloud security best practices.

WE Accelerate Program - Azure and Artificial Intelligence

University of Waterloo

Waterloo, Ontario

Jan. 2025 – Apr. 2025

- Led a team of 5 in the **WE Accelerate Program** to design an AI-based solution preventing financial fraud against elders.
- Developed a comprehensive project planning tool and pipeline sequence wireframe, visualizing each step and aligning deliverables with industry best practices.
- Collaborated closely with a project mentor to refine goals, validate assumptions, and incorporate **real-world AI considerations** into the solution.

PROJECTS

AniDis - Anime Discussion Platform | React, TypeScript, Node.js, Express, MongoDB, Docker

- Developed **AniDis**, a MERN-based anime discussion platform with real-time updates for 1,000+ titles and threaded comments supporting unlimited nested replies.
- Automated data ingestion and trend updates with scheduled backend jobs, ensuring daily content freshness and scalable performance.
- Containerized deployment with Docker/Docker Compose, environment-based configuration, and CI/CD-ready Git workflows; self-hosted with Cloudflare Tunnel.
- Implemented security best practices and optimized frontend rendering for high-performance discussions.

Kyzen - 2D Game Engine | Java, LWJGL, Maven, OpenGL

- Built **Kyzen**, a 2D Java game engine with batch rendering, ECS architecture, and texture atlas support, improving performance by 60% for 1000+ objects per frame.
- Applied OOP principles and design patterns (Builder, Singleton) to ensure modular, scalable, and maintainable engine architecture.
- Designed debugging and logging tools for game object management, enabling faster iteration during development.