

# 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 & Frameworks:** Java, Python, FastAPI, C/C++, JavaScript/TypeScript, Node.js, Express, React, Next.js

**Databases & Cloud:** PostgreSQL, MongoDB, 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 - Dec. 2025*

- 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.
- Architected **multi-organization support** with tenant isolation, allowing secure data segregation and independent configuration per organization.
- Integrated **multi-factor authentication (MFA)** using TOTP and SMS verification via **Twilio**, significantly enhancing account security and reducing unauthorized access risks.
- Developed a comprehensive **audit logging system** to track all user actions, administrative changes, and security events, ensuring compliance with regulatory requirements.
- Implemented **session invalidation mechanisms** including logout functionality, idle timeout detection, and remote session termination for enhanced security.

### 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.