MEGAN LU |
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EDUCATION

Brown University | B.A. Computer Science, B.A. Visual Art | GPA: 3.9   *Sept 2019 – Dec 2023*
Coursework: Software Engineering, Computer Vision, 3D Computer Animation, Computer Graphics, User Interface and Experience, Game Development, Digital Painting, Data Structures and Algorithms

SKILLS

Languages | Proficient in Java, Python, React/JS/TS/HTML/CSS. Project experience in Lua and C/C#.
Tools | Windows, Git, Adobe Create Suite, Maya, Wordpress, LÖVE

EXPERIENCE

Software Engineering Intern, Microsoft, *TakeLessons.com*   *May 2022 – Present*
o   Implementing features using React/Typescript on customer service chat to aid admin team's efficiency in assisting customers. Features include 'quick response' buttons for frequent inquires and personalized response templates that can be created per admin account.
o   Building a chatbot to respond to customer inquiries using Azure Bot Framework. Automates process for 80% of inquiries, reducing traffic to live chat sales team and providing support during off-work hours.

Undergraduate Teaching Assistant, Data Structures and Algorithms   *May 2021 – Aug 2021*
o   Led weekly office hours and seminar-style sections to help debug code and review course materials
o   Graded weekly Python homework assignments, large-scale Java projects, and exams

Game Development Intern, Play Gameworks   *Dec 2020 – Feb 2021 | Providence, RI*
o   Collaborated with team to develop an online Mahjong platform with React/CSS, working on both the artistic and technical ends to ensure optimal user experience
o   Designed art for Mahjong game assets and user interface using Photoshop and Illustrator

Web Development Intern, Pathway Foundation   *Dec 2017 – Jun 2019 | Bellevue, WA*
o   Built mobile-optimized website with WordPress/HTML, improving SEO ranking from below #5 to #1
o   Designed dynamic web interface that increased visibility of programs and improved site navigability

PROJECTS

Ghibli Neural Style Transfer | Python   *Mar – April 2021*
Worked in team of 4 to create a neural style transfer program that converts Studio Ghibli-style movie clips into the art style of any image input, completing the conversion frame-by-frame and assembling a final clip.

Shreddify | Back-End: Java/SQL, Front-End: React/Javascript/CSS/HTML   *Mar – April 2021*
Worked in team of 4 to build fitness app featuring: recommendation system (implemented through nearest-neighbor and A* search algorithms) that suggests optimal workouts based on user's preferences and fitness history, and user profiles tracking fitness journey. Conducted consumer research to determine optimal UI design and app features.

Nutcracker | github.com/meganlu/nutcracker | Lua/ LÖVE   *Nov 2020 - Jan 2021*
A block-breaking and match-3 inspired puzzle game with increasingly difficult levels and score-saving for multiple players. Designed and illustrated all backgrounds, sprites, and game interfaces in Adobe Suite.

A Ghost in a Graveyard | github.com/meganlu/ghost-in-the-graveyard | Lua/ LÖVE   *Oct 2020 – Nov 2020*
An atmospheric side-scrolling game that gets progressively faster and more difficult with new obstacles being introduced. All backgrounds, sprites, animations were designed and illustrated with Adobe Suite.