Peter Lu

peterlu94@gmail.com

EDUCATION

UNIVERSITY OF TORONTO
B.Sc in Computer Science
Graduated Dec 2016 | Toronto, ON

A.Y JACKSON SECONDARY SCHOOL
Grad. May 2012 | Toronto, ON

LINKS

Github:// **pxlu**
LinkedIn:// **peterlu**
Twitter:// **@_pxlu**

COURSEWORK

UNDERGRADUATE
Data Structures and Analysis
Introduction to Machine Learning
Introduction to Artificial Intelligence
Introduction to Databases
Introduction to Software Engineering
Introduction to Neural Networks

SKILLS

PROGRAMMING
High Experience In:
Python • Java • Git/SVN
Experience In:
R • Flask • C • Javascript • HTML/CSS
SQL • Jenkins

PROFILE

Full stack developer with experience Python and Java, and MVC architectures such as Flask, in conjunction with familiarity in Agile development practices.

EXPERIENCE

ACUITYADS INC. | Software Developer Intern
June 2015 – Sept 2015 | Toronto, ON

- Managed and performed tests concerning Acuity's back-end RTB (Real-time bidding) network, and the front-end trading platform console.

SCOTIABANK | Global Network Support Intern
May 2014 – Sept 2014 | Toronto, ON

- Assisted the GNS team in handling and solving issues regarding network stability.
- Conducted analytics on network nodes on the SolarWinds platform to identify stress points in the network.
- Managed and updated server network documents and diagrams concerning serviced Caribbean countries.

PROJECTS

TIMELY | Python, HTML, CSS, JS
May 2016 – Current | www.timelyproject.com
Online, multi-sided platform to connect mental health care providers with prospective patients from post-secondary institutions across Canada. Features an interactive mental health screening tool with dynamically generated user resources for a myriad of problems.

AQUARIUM | Node.js
Jan 2015 – April 2015
An improved, user-friendly shell emulator written in Node.js, serving as a fully functional system shell with additional features such as command autocompletion, inline quick documentation, and a sidebar for verbose TL;DR documentation.

TOUCH-SENSITIVE PLAYER PIANO | Verilog, Hardware
March 2013 – April 2013
A digital player piano created using motion sensors, circuits, and the Verilog modelling language. Included abilities to play, record and playback, further enhanced with a visual display for the user that represented keys being played corresponding with each active sensor.

SOCIETIES

2014 - 2016 General Council Computer Science Students Union