Robert Lu

B.S. Computer Science and Engineering

As a fourth year computer science student who is on the way to graduating early by March 2018, I am ready to put my software development skills to good use through a challenging full-time position.

Personal Info

Phone
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E-mail
robertlu99@yahoo.com

GitHub
www.github.com/r0306

Personal Website
www.robertlu.me

Languages

Java

C / C++

HTML5 / CSS3

Javascript

PHP

Python

SQL

Haskell

Skills

UNIX

Git

jQuery

ReactJS

Firebase

Valgrind

JIRA

JenkinsCI / CircleCI

Espresso / JUnit

Software Design and Methodology

Agile SCRUM

Object-Oriented Design

Design by Contract

Wireframe Prototyping

Experience

07/2017 - present

IBM Software Development Internship

- Worked on several different components of DB2 for z/OS including memory allocation, concurrency management, and performance optimization.
- Fixed multiple issues that customers were experiencing by analyzing pre-existing code and improving on software runtime.
- Developed new tool to format memory dumps for ease of debugging.
- Primary languages were PL/x and assembly but also included some Java and SQL.

Education

09/2014 - 2018

University of California, San Diego - B.S. Computer Science

Provost Honors
GPA: 3.51
Relevant Courses:
- Design & Analysis of Algorithms   - Software Engineering and Optimization
- Database System Principles   - Principles of Computer Operating Systems
- Computer Security   - Artificial Intelligence: Algorithms and Statistics

Personal Projects

12/2016 - present

Personal Portfolio Website

Used HTML5/CSS3/JS/PHP to create a responsive and lightweight website that showcases work and skills

- Used jQuery library to implement dynamic navigation and animations while keeping things clean and easy to read
- Static website that implements a dynamic back-end server running PHP for email functionality

03/2016 - present

Anonymo.us

Cross platform social media application for people to communicate anonymously with others in the area

- Solo project with both front and back end implementations designed for multi-platform compatibility (Web, Android, and iOS)
- Used Google Services API and Firebase to route users' location and allow them to post messages while striving to maintain security and anonymity
- Implemented geofencing filter to only show nearby posts to users

05/2016 - 07/2016

Coupletones

Android app that tracks friends' locations and pushes real-time status updates to user

- Led a team of 6 in planning, designing, and developing the project using Agile development techniques
- Used Google Cloud Messaging services to push instant updates to users to notify them when their partner arrives at predefined locations
- Used popular industry tools such as JIRA and JenkinsCI to keep track of progress and for testing