

Shawn(Xinyi) Lu

SOFTWARE DEVELOPER

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Education

McGill University

BACHELOR. COMPUTER ENGINEERING

- Main subjects: Programming, Algorithm, Computer Architecture, Artificial Intelligence, Computer Vision

Montreal, Canada

Sept. 2013 - Dec. 2017

University of Waterloo

MASTER. COMPUTER ENGINEERING

- Main subjects: Algorithm, Data Modelling and Analysis, Machine Learning, Image Processing

Waterloo, Canada

Sept. 2020 - Present

Skills: JavaScript, Python, HTML, CSS, Java

Work Experience

Xiaolingmao

SOFTWARE DEVELOPER (INTERNSHIP)

- Setup a search engine on Linux server using open source *Solr* for MySQL and MongoDB database.
- Generated APIs for search results and integrated with front-end.

Suzhou, China

May. 2015 - Aug. 2015

Projects

Rent Platform

FRONT-END DEVELOPER

- Developed an apartment rent website front-end in Angular JS framework with HTML and Bootstrap CSS.
- Work with a team in Agile development model.
- <https://github.com/ece651-project/frontend>

Website

Jan. 2021 - Apr. 2021

Soccer Frontier

FRONT-END DEVELOPER

- Developed the front-end for a cross-platform mobile app with feature of field reservation and team management.
- Enhanced user interaction by applying MUI JavaScript framework with CSS(LESS) and HTML.
- Interacted with back-end APIs with Ajax requests in jQuery.

Mobile APP

Sept. 2017 - Jun. 2019

Phantom Portrait

WEB FULL-STACK DEVELOPER

- Built a website which allows users to change selfies or photos into comic style.
- Developed the back-end with Node.js(*Express*) based on MongoDB database.
- Applied OpenCV in Python to convert photos into binary images with anime style.
- <https://github.com/shawnluxy/PhantomP>

Website

Jul. 2017 - Sept. 2017

FTMS

WEB FULL-STACK DEVELOPER

- Designed and developed a Food Truck Management System into a web application.
- Developed RESTful APIs with PHP(*Slim*) based on MySQL database.
- Built up Apache2 web server on Debian(Linux).
- Developed the dynamic user interface with HTML, CSS and JavaScript for front-end.
- <https://github.com/shawnluxy/FTMS-Server>, <https://github.com/shawnluxy/FTMS-Web>

Web APP

Sept. 2016 - Dec. 2016

Das Bohnenspiel Game Agent

DEVELOPER

- Designed an AI algorithm to play a competitive board game, Das Bohnenspiel("the bean game"), with other agents.
- Implemented Monte Carlo Tree Search algorithm with UCT(Upper Confidence Trees) selection in Java.
- https://github.com/shawnluxy/AI_DasBohnenSpiel

AI Game

Mar. 2017 - Apr. 2017