

Shawn(Xinyi) Lu

SOFTWARE DEVELOPER

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Education

McGill University

BACHELOR. COMPUTER ENGINEERING

Montreal, Canada

Sept. 2013 - Dec. 2017

- Main subjects: Programming, Algorithms, Computer Architecture, Artificial Intelligence, Computer Vision
- Skills: JavaScript, Python, Java, HTML, CSS, PHP
- Languages: English, Mandarin

Work Experience

Xiaolingmao

SOFTWARE DEVELOPER (INTERNSHIP)

Suzhou, China

May. 2015 - Aug. 2015

- 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.

Soccer Frontier

FRONT-END DEVELOPER

Montreal, Canada

Jul. 2017 - Jan. 2019

- 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.

Projects

Phantom Portrait

WEB FULL-STACK DEVELOPER

Website

Jul. 2017 - Sept. 2017

- 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>

FTMS

WEB FULL-STACK DEVELOPER

Web APP

Sept. 2016 - Dec. 2016

- 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>

Das Bohnenspiel Game Agent

DEVELOPER

Artificial Intelligence

Mar. 2017 - Apr. 2017

- 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_DasBohnsenspiel

Cats vs Dogs

DEVELOPER

Computer Version

Mar. 2017 - Apr. 2017

- Analyzed and classified images to respective categories with Computer Version and Machine Learning algorithm.
- Trained data with SIFT descriptor and K-means cluster, predicted with Linear Support Vector Classification.
- Applied openCV and scikit-learn model from Python library.
- <https://github.com/shawnluxy/CvsD>