

Ethan Lum

Interactive Arts Student

Coquitlam, BC | ela98@sfu.ca | (778) 302-7288 | [Portfolio](#) | [LinkedIn](#)

SKILLS

Technical: Java, Unity, Git, React, Firebase, ComfyUI, Arduino, Maya, Figma, DaVinci Resolve, FL Studio, Stable Diffusion

Professional: Conflict Resolution, Teamwork, Communication, Problem-Solving

EDUCATION

Simon Fraser University – BSc, Interactive Arts and Technology (Concentration in AI & Data Science)
2021 – 2026

PROJECTS

LoRASley (Generative AI, ComfyUI)

Spring 2025

- Designed an interactive LoRA-based system that generated Rick Astley images and transformed user voices in real time.
- Optimized pipeline efficiency in ComfyUI, reducing model latency by 15%.
- Presented to peers in a live demo, engaging 20+ participants.

Interference (Unity, C#)

Spring 2025

- Built a 2D stealth platformer prototype featuring AI-driven guards, physics-based movement, and multi-level stealth mechanics.
- Led a 5-person team, coordinating code integration and playtesting with 15 users to improve difficulty balance.
- Delivered a polished prototype ahead of deadline.

Hidden Gems (React Native, Firebase, JavaScript)

Spring 2025

- Developed a mobile app that recommends niche films based on user preferences and location.
- Implemented personalized recommendation algorithms in Firebase, improving test user engagement by 30%.
- Conducted usability testing with users to refine UI/UX.

VOLUNTEERING

Pekolela Campsite, Hokkaido, Japan – Volunteer

- Assisted with remodeling old homes and building wooden decks, applying teamwork and adaptability in outdoor construction.

HUB Cycling – Station Attendant

- Promoted *Go By Bike Week* by engaging with 100+ community members, increasing registrations through outreach and education.

Burnaby North Secondary School – Library Assistant

- Organized and maintained library collections, demonstrating strong attention to detail and support for the school community.