

Ting Lu

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EDUCATION

University of Michigan

Bachelor of Science in Computer Science

Ann Arbor, MI
Expected May 2025

- Cumulative GPA: 3.8/4.0
- Relevant Coursework: Data Structures & Algorithms, Computer Organization, Computer Security, and Computer Science Theory

Bergen Community College

Associates in Science, Nat. Sciences and Math, Computer Sci

Paramus, NJ
September 2020 - December 2021

- Cumulative GPA: 4.0/4.0
- Activities: Phi Theta Kappa Honors Society, Member of BCC's Core Planning Team, Executive of CS Club

WORK EXPERIENCE

Bergen Cerullo Learning Assistance Center

Professional Tutor

Paramus, NJ
September 2021 – Present

- Assisted over 100+ students to understand concepts (Mathematics, Physics, and Computer Science) while applying customized teaching techniques in curriculum for each student
- Held the position of Supplemental Instruction leader, supporting students in courses and increasing the passing rate by 11%.
- Participated in regular tutor training sessions to advance mathematical knowledge and acquire effective tutoring methodologies.

Bergen Community College STEM Center

Research Intern – Video Game Development Project

Paramus, NJ
May 2022 – August 2022

- Utilized Unreal Engine to develop a game combining aspects from Rhythm Games and Endless Runners.
- Supervised a team of 3 student researchers to ensure deadlines were met and assigned various features of the game for these researchers to work on.

Research Intern – Artificial Intelligence Project

May 2021 – August 2021

- Collaborated and assembled a device using a neural network to translate finger spelling into text using a live video feed to improve the overall communication barrier between Deaf people and hearing people.
- Researched and utilized TensorFlow with object detectors (Convolutional Neural Networks) to compile over 500. finger spelling images to train neural networks and experiment with their accuracy.
- Presented findings of research at STEM Convention and organized a 10+ page research paper on study findings.

PERSONAL PROJECTS

E-commerce Website | HTML/CSS, JavaScript, React, Git

September 2023

- Independently conceived, designed, and developed a fully functional E-commerce platform using React.js.
- Created reusable React components for various sections of the site, ensuring consistency and maintainability.

Art Portfolio | HTML/CSS, JavaScript, Git

August 2023

- Collaborated with an artist to develop a visually engaging and responsive art portfolio website to showcase their work.
- Implemented JavaScript functionalities to enhance user engagement, such as dynamic image galleries and interactive elements to captivate visitors.

Machine Learning – Piazza Post Classifier | C++, Git

December 2022

- Implemented a simplified version of a Multi-Variate Bernoulli Naive Bayes Classifier in C++ to accurately predict the topic of Piazza posts, training on over 11,000 posts and achieving an accuracy of 87%+
- Employed data structures such as Binary Trees and Maps to store data efficiently.

Euchre Simulator | C++, Git

November 2022

- Implemented a C++-style Object Oriented Programming (OOP) system, including creating classes, derived classes, and virtual functions, for a program that simulates a game of Euchre.

Skills

Languages: C/C++, Python, Java, TensorFlow, Unreal Engine, Blender, HTML/CSS, JavaScript, SQL

Frameworks and Libraries: React, NodeJS

Developer Tools: Git, Docker, VS Code, Visual Studio

Libraries: Pandas, Numpy, Matplotlib