Evan Lu

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SUMMARY

Student at UC Merced planning to graduate by the end of 2025 with experience in competitive robotics, embedded systems, as well as web-related development. Proficient in C++, Python, Java, and React JS.

EDUCATION

University of California, Merced – *Merced, CA*

***Bachelor of Science**, Computer Science and Engineering* *August 2023 – December 2025*

- **Cumulative GPA:** 3.82
- **Relevant Coursework:** Software Engineering, Parallel Computing (C++), Database Systems Implementation (SQLite & C++), Operating Systems (Java), Algorithm Design and Analysis (C++), Probability and Statistics (Python), Advanced Programming (C++), Circuit Theory, Linear Algebra, Linear Analysis, Physics
- **Awards:** Chancellor's Honor List (2024, 2025), Dean's Honor List (2023, 2024)

Laney College (Dual Enrollment with High School) – *Oakland, CA*

***Associate of Science**, Computer Programming* *September 2019 – June 2023*

- **Cumulative GPA:** 3.95
- **Relevant Coursework:** Object Oriented Programming in C++, Data Structures and Algorithms (Java), Microcomputer Assembly Language (x86 ASM & C++), Calculus I-III
- **Awards:** Academic Honor Student *(Laney)*, Outstanding Student, Lifelong Learner, 100 Hours of Community Service *(High School)*

EXTRACURRICULARS

Lead Programmer

***The Aztechs** – Alameda, CA* *September 2021 – May 2023*

- Programmed FIRST competition robots, *WWURM* and *H-enry* (Winner of CalGames 2023), in Java and Kotlin respectively.
- Developed new methods for automatic aiming, balancing, and positioning using computer vision, gyros, and encoders on both robots, giving us more points on average per round and more consistent point scoring, leading to the CalGames win for *H-enry*.
- Mentored two junior programmers who successfully developed subsystems independently, contributing to the team's future successes.

PROJECTS

Wooden Robot Hand

Personal *January 2023 – May 2023*

- Built a rock-paper-scissors and motion-emulating robot out of laser-cut wood using a Raspberry Pi and coded it in Python.
- Achieved real-time gesture recognition and quick motor response with multi-core parallelization, OpenCV, and MediaPipe.

Exosky

***Hackathon** – NASA SpaceApps 2024* *October 2024*

- *Local Challenge Winner* at UC Merced, *2024 Global Nominee*, and *2024 People's Choice* for the NASA SpaceApps Challenge.
- Created a Flask backend to read celestial coordinates and star data from the Gaia database and simulate the sky view from other planets.

Market Mayhem

***Hackathon** – SacHacks VI* *February 2025*

- *Best Technical Implementation* Second Runner-Up for our Flask backend and our usage of Tailwind CSS. (React JS, TypeScript, Vite)
- Developed a game where you try to beat a constantly increasing money goal in an AI-driven stock market by buying and selling stocks.

WORK EXPERIENCE

I2G Intern

***Conectado Inc.** – San Francisco, CA (Remote)* *September 2024 – December 2024*

- Engineered algorithms to use AI text embeddings to improve user recommendation accuracy by 66.7%. (Node.js, Google Gen AI, Firebase)
- Designed a sort-and-filter algorithm and an intuitive user menu with Material UI to enhance user experience. (React JS, Firebase)
- Collaborated with a team of four interns to integrate LinkedIn features, design a user ranking system, and resolve critical bugs.

Full Stack Intern

***NeuroLeap Corp.** – Costa Mesa, CA (Remote)* *September 2024 – December 2024*

- Devised solutions for efficient image loading from the SQL database based on user interactions. (React JS, TypeScript)
- Implemented try-catch blocks to prevent 100% of image-loading-related crashes, enhancing stability and user experience.
- Redesigned navigation menus to improve user engagement by an estimated 15%.

SKILLS

- **Programming:** C++, Python, Git/Github, Java, Kotlin, SQL, React JS, CSS, JavaScript, TypeScript, x86 ASM, Linux CLI
- **Languages:** English, Mandarin Chinese