Evan Lu

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SUMMARY

Second year student at UC Merced planning to graduate by the end of 2025 with expertise in robotics, embedded systems, and web-based development. Proficient in C++, Python, Java, and React JS. Experienced in building competition-winning robots, computer vision solutions, and scalable web applications using modern frameworks.

SKILLS

- **Programming Skills:** C++, Python, Git/Github, Java, Kotlin, SQL, React JS, CSS, JavaScript, TypeScript, x86 ASM, Linux CLI
- **Soft Skills:** Attention to Detail, Adaptability, Critical Thinking, Communication, Collaboration, Flexibility, Problem Solving
- **Languages:** English, Mandarin Chinese

EDUCATION AND AWARDS

University of California, Merced – *Merced, CA*

Bachelor of Science, Computer Science and Engineering AUG 2023 – DEC 2025

- **Cumulative GPA:** 3.84
- **Relevant Coursework:** Software Engineering, Parallel Computing (C++), Database Systems Implementation (SQL & C++), Operating Systems (Java), Algorithm Design and Analysis (C++), Probability and Statistics (Python), Advanced Programming (C++), Linear Algebra, Linear Analysis, Physics
- **Awards:** Chancellor's Honor List (2024), Dean's Honor List (2023, 2024)

Laney College (Dual Enrolled while attending ASTI) – *Oakland, CA*

Associate of Science, Computer Programming SEP 2019 – JUN 2023

- **Weighted GPA:** 4.58
- **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 and Lifelong Learner *(ASTI)*

EXTRACURRICULARS

The Aztechs – *Alameda, CA*

Lead Programmer SEP 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 the robot.
- Mentored two junior programmers who successfully developed subsystems independently, contributing to the team's overall success.

PROJECTS

Robot Hand

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

NASA SpaceApps 2024 – Exosky

- *Local Challenge Winner* at UC Merced, *2024 Global Nominee*, and *2024 People's Choice* for the NASA SpaceApps Challenge.
- Developed a Python Flask backend to process star data from the Gaia API and simulate the sky view from other planets. (React JS)

SacHacks VI – Market Mayhem

- *Best Technical Implementation* Second Runner-Up for our Python Flask backend and our usage of Tailwind CSS in Vite. (TypeScript)
- This project is a game where you try to out-pace your own ever-increasing desire for money in an AI-driven stock market.

WORK EXPERIENCE

Conectado Inc.

Intern (I2G Program) – Remote SEP 2024 – DEC 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.

NeuroLeap Corp.

Intern (Full Stack) – Remote SEP 2024 – DEC 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 potential image loading crashes, enhancing stability and user experience.
- Redesigned navigation menus to improve user engagement by an estimated 15%.