

Le Lyu

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A second-year university student, seeking a year long placement in software development role. Aspiring to contribute meaningfully, learn actively, and grow within an organization that values innovation and community impact. Eager to leverage hands-on experience and foster skills in a dynamic professional setting.

Education

2022-2026: University of Bath

BSc(Hons) Computer Science & Artificial Intelligence with Yearlong work placement
Year 2

Grade 75% Predicted Classification: First class

Modules: Machine Learning, Foundations of Computation, Fundamentals of Visual Computing, Data Structures and Algorithms, Artificial Intelligence 2, Foundations and Frontiers of Machine Learning, Experimental Systems Project.

Year 1

Grade 60.6% Predicted Classification: 2:1

Modules: Artificial Intelligence 1, Discrete Mathematics and Databases & Mathematic for computation, Principle of Programming, Computer System Architecture, Software Processing and Modelling.

2019-2022: International Baccalaureate Diploma (IBDP)

Guangdong Shunde Desheng School (International), Guangdong, China

Overall: 37/45 EE(Mathematics) & TOK: 2/3(B)

Math AA (HL) – 6/7

English B (SL) – 6/7

Physics (HL) – 5/7

Computer Science (HL) – 7/7

Chinese A (SL) – 6/7

Geography (SL) – 5/7

Technical Skills

Programming:

Python, Java, C, SQL, HTML, CSS, JavaScript

Frameworks:

Django, Flask, Pytorch, Jest, React

Methodologies:

Agile

Software:

LATEX, Microsoft Office, Postman, Figma

IDEs & Tools:

Visual Studio, GitHub, Postman

Project

Group Project: Gymder Software Development

Oct 2023 - Current

Technologies Used: SQL, GitHub, Agile, Postman, Jest, JavaScript

Contributed to a team project with 7 students, aimed at developing "Gymder," a mobile application designed to connect individuals seeking gym partners, enhancing motivation for gym attendance through a supportive community.

- Conducted surveys and literature reviews to identify motivational challenges in gym attendance, shaping the app's goals.
- Take part in the testing group, conducted Unit test and API test using Jest and Postman.
- Participated in peer reviews, providing critical feedback and edits to improve project quality.
- Synthesized our findings and progress into comprehensive reports and presentation.

Group Project: Personal Information System

Feb 2023 – May 2023

Technologies Used: Python, SQL, GitHub, Agile

Collaborate on a team of 6 students to develop a personal information management system to help users tracking their sleeping and studying data, setting goals for better productivity, and getting feedback.

- Conducted research on personal information systems and contributed to the project report.
- Developed the goal functions which enable users to add, edit and track their goals within the software. The creation of goal class and database for storing goal data practiced and consolidate the knowledge about database management.
- Develop communication and collaboration skills when working with other teammates to ensure seamless integration with other back-end function as well as the front-end team.
- Gained experience and deeper understanding of developing software using Agile methodology.

Experiences

Web Development Intern

July 2023 - Sep 2023

Full time – Office of Public Services, Shunde, Guangdong, China

Technologies Used: Python, SQL, GitHub, Django, Flask, HTML, CSS, JavaScript

Recognized the inefficiency in showcasing community institutions for the elderly, disabled, minors, and volunteers with static images. I proposed a dynamic, web-based solution to enhance accessibility and interaction.

- Individually designed an online information management system enabling staff without technical expertise to add, edit, and customize institution data and map features.
- Collected institutional data and clarified stakeholder requirements through effective communication. Orchestrated efficient communication channels with colleagues, ensuring transparent updates on project progress.
- Developed web development and database management skills to construct the website through self-learning and research.
- Delivered a flexible prototype, improving office presentations and enabling mobile access for the public with added functionalities like sector-specific filters.
- The project significantly boosted my web development, problem-solving, and communication skills while contributing positively to local welfare.

Student Intern

Feb 2023 – Mar 2023

Part time - Estudiamos, UK

Conducted in-depth research focusing on the integration of artificial intelligence into an e-learning platform designed for language students and teachers.

- Collaborated effectively with cross-functional team members to ensure the successful launch of the platform, enhancing the learning experience for users.
- Demonstrated exceptional communication skills through regular weekly updates and meetings with team members to track and communicate project progress.
- Proficiently presented research findings through a comprehensive report, providing valuable insights to stakeholders, and contributing to informed decision-making.

Extracurricular Experience

SJTU SDG July Camp 2024

June 2024 – July 2024

- During Sustainable Development Goal July Camp at Shanghai Jiaotong University, China, I participated in the course Sustainable Marine Environment Intelligent Monitoring.
- Attended lectures on marine robotics, machine learning, and autonomous systems.
- Led a team of 5 computer science students to design and develop a Marine Debris Collection System demo.
- Technologies and Skills Learned: Image recognition, path planning algorithms, wireless communication, energy management, robotics system integration.

Bath Hackathon 2024

April 2024

- Observing the constant struggles that we faced with managing our academic schedules. With lectures, exams, coursework deadlines, and personal commitments all competing for attention. This inspired us to create a tool that not only organizes academic schedules but also dynamically adjusts to the student's changing needs.
- Learned and applied React for frontend development, using Figma to create a dynamic user interface for the project.

Other Skills and Interests

Languages: Mandarin (Native), Cantonese (Native), English (IELTS 6.5), Japanese (Beginner)

Interests: Cooking, Traveling, Snowboarding, Badminton, Swimming

- Active member of university's snowboarding and badminton societies, participating in events to improve my skills and network.
- Dedicate weekly time to Japanese language study, embracing the challenge of mastering a new language.