Kalvyn Lu

Software Engineer

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Education

Montana State University   *Bozeman Montana*

B.S. in Computer Science   *Aug. 2012 - May 2016*

Experience

Workiva   *Bozeman, Montana*

Software Developer Intern   *Jan. 2016 - Aug. 2016*

- Updated JIRA kanban boards for issue-tracking
- Developed primarily in NodeJS, ReactJS, and Dartlang
- Worked in a small team with an agile development schedule
- Maintained parallel development using Git
- Wrote unit tests in Dart

Web Animator Portfolio   *Oakland, California*

Freelance Web Development   *Dec. 2016 - Jan. 2017*

- Built web front and back-end from scratch using ES6, Nodejs, Express, and React
- Held communication with client periodically
- Made custom components according to client's needs

Technology

Development

Programming Languages Java, C, C++, Python, goLang, Javascript, Dart, HTML, CSS
Web Technologies Node.js, React, Flux, EJS, SCSS, Bootstrap, mySQL, jQuery
Operating Systems Debian Based Linux Distros, Fedora Based Linux Distros, Windows, Mac OSX
Graphics OpenGL, QTCreator
Major Classes Included Data Structures and Algorithms, Advanced Algorithms, Artificial Intelligence, Web Design, Concepts of Programming Languages, Databases, Comp. Security, Networks, Comp. Architecture, Compilers, Graphics, Operating Systems, Systems Administration

Projects

Temporal Difference Neural Network

github.com/Kalvyn-Lu/PolarTTT A feed-forward neural network made to learn the game of Polar Tic-Tac-Toe   *Java*

Draw App

github.com/Kalvyn-Lu/drawapp Serverless, Collaborative Drawing app using PubNub   *HTML, CSS, JS*

Pokemon Team Builder

github.com/Kalvyn-Lu/pokebuilder A Pokemon web-app that queries a database to build teams   *HTML, CSS, PHP*