

Jacky Lu

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EDUCATION

University of California, Berkeley | Berkeley, CA

Bachelor of Science in Electrical Engineering and Computer Science

May 2019

Awards: Dean's Honors List, 3rd Place Greylock Hackfest (2017)

GPA: 3.7

Coursework: Algorithms (CS170), A.I. (CS188), Discrete Math & Probabilities (CS70), Machine Learning (CS189), Random Processes (EE126), Sp. Topics in Deep Learning (CS294), Signals (EE120), Graphics (CS184), Compilers (CS164), Operating Systems (CS162), Computational Photography (CS194-26)

PROFESSIONAL EXPERIENCE

Stripe | San Francisco, California

Software Engineering Intern

June 2018 - Present

- Built automated deployment queuing system for code change management. Produced deployment-critical tool in use by majority of high-volume services at Stripe.

Berkeley Institute of Data Science | Berkeley, California

Software Developer & Researcher

Jun 2017 – Sept 2017

- Developed tools with the Jupyter (IPython) team at Berkeley to assist U.C. Berkeley Professors and course staff with technical infrastructure needed to teach classes across multiple disciplines; published work open source on PyPI.

GoFind.ai | Berkeley, California

Product Management Intern

June 2016 – Sep 2016

- Built Convolutional Neural Network to recognize different styles of shoes from multi-object images
- Planned process flows / project plans and organized data processing pipeline architecture (Deep Learning + Data analytics)
- Assisted with company branding and strategic direction drawing input from engineering and marketing teams. Designed pitch document and other marketing resources.

Google | San Francisco / Mountain View, California

Consultant, Project Lead

Jan 2016 – May 2016

- Led Berkeley ABA's marketing team, working closely with Analytics Premium's Head of Marketing, to provide market research and strategic recommendations for Google's upcoming launch of their enterprise analytics product.

PROJECTS

beAR

- Placed 3rd Place in Greylock Hackfest 2017 – built one of first network protocol frameworks for multi-user AR sessions in team of 4.
- Created multiplayer mixed-reality 3D demo of Pong on top of our framework; entire project built with Twisted (Python) and Swift in 24h.

FootwearNet

- Convolutional Neural Net to classify different style of shoes from multi-object images, with accuracy > 90% and latency < 22fps. (Caffe)

Audio Visualizer

- WebGL sketch built on ThreeJS framework; accurately visualize frequency spectrum of user-input song with 3D rendered shader output.

Python Compiler

- Project for compilers class. Supported subset of python language with added support for typing. Included parsing, static analysis as well as compilation to C++ as an intermediate language.

RESEARCH AND EXTRACURRICULARS

Berkeley Deep Drive | Berkeley, California

Researcher

June 2018- Present

- Building open source video/point cloud annotation tool
- Contributions to web graphics interface and implementing computer vision techniques for point cloud tracking.

The Daily Californian | Berkeley, California

Projects Contributor, Front-End Developer, Illustrator

Sep 2015 - Present

- Designing, building and writing interactive features, data stories and news applications. (D3, NodeJS, HTML, CSS)
- Published weekly illustrations for the largest independent college publications, reaching millions monthly. Work featured in standalone illustration pieces, as well as accompanying daily articles.
- Re-designed and built websites with the Production Team, an independent creative agency within the Daily Cal

SKILLS AND INTERESTS

Technical: Python, Java, HTML/CSS, JavaScript, C, C++, Caffe, Tensorflow, WebGL, ThreeJS

Rel. Skills: Frontend Development, Software Engineering, Machine Learning, Data Visualization, Data Science, Graphics, WebVR

Language: Fluent in Mandarin

Interests: Visual Arts, Poker, Hip Hop, Dogs