

Allison Lu

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Education

- Georgia Institute of Technology Master of Science in Computer Science** **Aug. 2023 – May 2024**
Concentration: Computer Graphics, **GPA:** 4.0
- Georgia Institute of Technology Bachelor of Science in Computer Science** **Aug. 2020 – May 2023**
Concentration: Intelligence and Media, **GPA:** 3.89

Skills

Programming Languages: Javascript, Python, C#, Java, C++, C, HTML, CSS
Framework/Libraries: Angular, Flutter, Node.js, React, Swift, iOS, Android, Stencil, Java, Kotlin, ML, AI, .NET, MongoDB, Firebase, SQL, AWS, VR, AR, Oculus, Vive, Unity, Unreal Engine, Magento2, OpenXR
Misc: English, Mandarin, Cantonese, 3D Math, Agile Development

Work Experience

- ADP – Application Developer** **July 2024 – Current**
- Support and enhance high-traffic web and mobile (Flutter-Native hybrid, iOS, Android) platforms powering multiple products with millions of users
 - Led a cross-platform mobile initiative to enhance login by planning architecture changes, coordinating tasks, and building the functionality to meet tight deadlines
 - Enhanced web and mobile security with additional identity verification across multiple API calls
 - Established new iOS Widget framework to replace deprecated iOS features and enhance the platform
 - Migrated internal tool from AngularJS to Angular 18 MFEs with enhanced UI/UX for faster client support
- ADP – Global Product and Technology Intern** **May 2023 – Aug. 2023**
- Designed and implemented an AWS Step Functions monitor for real-time error detection and localization, cutting issue diagnosis and resolution time
 - Built a Slack bot using AWS Lambdas and Node.js to deliver alerts and updates for hundreds of Step Function executions, improving cross-team visibility
- Aprio – Data & Analytics Intern** **Nov. 2021 – May 2022**
- Developed a cloud-based web application using .NET Razor Pages, C#, and SQL, modernizing legacy client software with an improved frontend and scalable architecture

Projects

- Outdoor Visual Positioning – App Developer**
- Engineered a Flutter mobile app leveraging a ResNet-152 model (pre-trained on ImageNet-1k) to identify 19 Georgia Tech campus buildings using images, location, and orientation
 - Integrated GPS and orientation filtering to improve building recognition accuracy from 72% to 86%
- VR Help for AMD – AR/VR Research Assistant**
- Built mixed-reality applications for HTC Vive and Oculus Quest Pro to enable clinicians to more accurately visualize and diagnose the shape, size, and location of AMD patients' blind spots
 - Prototyped VR/AR shaders in Unity to overlay AMD blind spots and help patients fill in missing details

Leadership

- Video Game Development Club – President** **Jan. 2022 – Dec. 2023**
- Led and supported 25 team leads to develop 24 unique quality video games over 4 semesters
- WreckCon Organization – Secretary** **Jan. 2023 – May 2024**
- Organized the inaugural WreckCon, a convention celebrating Georgia Tech culture, secured funding, coordinated volunteers, and invited special guests to create a successful event for 1500+ attendees