Steve Lu

412-888-9726 | zhilu@andrew.cmu.edu | linkedin.com/in/stevelu66 | github.com/Blasterus

EDUCATION

Carnegie Mellon University   Aug. 2021 – May 2025 (Expected)

Bachelor of Science in Electrical and Computer Engineering, Minor in Game Design   *Pittsburgh, PA*

EXPERIENCE

Mixed Reality Research Assistant   June 2023 – Present

Carnegie Mellon University - WiSELab   *Pittsburgh, PA*

- Developed a Python transmission system relaying data between the ARENA XR virtual space and a robotic arm, enabling low-latency remote controls for users.
- Optimized a telepresence tool for remote assistance on electronics projects for better performance.
- Integrated the software stack with Raspberry Pi hardware devices to produce a seamless user experience.

UX Programmer   June 2022 – Sep. 2022

GNF Unlimited Inc.   *Pittsburgh, PA*

- Designed and implemented a UX commission marketplace in HTML, CSS, and React.js, replacing a legacy email-based workflow.
- Implemented in-app messaging and project tracking features, reducing customers' email volume by 60%.

Human Computer Interaction Research Assistant   May 2021 – Aug. 2021

University of Toronto   *Toronto, ON*

- Built a Google Chrome extension in JavaScript and SQL for tracking user habits and reporting footprint, time spent, and ad interactions.
- Analyzed the reports in Python, providing insights for Professor Khai Truong's research on privacy preservation.
- Conducted user studies on accessibility via surveys and 20 one-on-one interviews.

PROJECTS AND EXTRACURRICULARS

Lead Game Developer — CMU Game Creation Society   Sep. 2021 – Present

- Spearheaded design work for four video games built in C# with Unity or Unreal Engine.
- Organized four release events attended by 400+ CMU students and faculty, as well as 10 industry talks connecting 700+ students with companies such as Rockstar, Ubisoft, and Schell Games.

StudySeek   Mar. 2022 – Nov. 2022

- Implemented a scholarly content retrieval system in Python, JavaScript, HTML, CSS, MongoDB, and React.js.
- Developed an intuitive website enabling users to easily navigate, filter, and refine search results.
- Integrated citation management features for efficiently organizing references in various formats.

SpaceShip!   Sep. 2021 – Dec. 2021

- Implemented a three-dimensional version of Battleship using the Tkinter Python graphics package.
- Created four distinct AI opponents using Monte Carlo tree search and other machine learning techniques.

TECHNICAL SKILLS

Languages: Java, Python, C#, SQL, JavaScript, HTML/CSS, R
Frameworks: React.js, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI
Tools: Git, Docker, TravisCI, Google Cloud, Postgres, MongoDB, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib