Melody Lu
Full-Stack Software Engineer

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melodylu.github.io

Technical Skills_____

Experienced: Javascript (ES2015), Node.js, React.js, Redux, AngularJS, Postgres, Heroku, Git, Bootstrap, D3.js, Grunt, HTML5, CSS, jQuery, Google Maps API, Webpack

Proficient: Test Driven Design w/ Jasmine/Chai/Mocha, Python, CoffeeScript, C#, Backbone.js, MongoDB, Adobe CS

Recent Projects_____

Rezable | Full-Stack Software Engineer & User Experience Lead | www.rezable.io
Resume-creation web app that makes it easy to create a beautiful resume
- Built front-end in React using Redux state management, written in ES6/ES7 and transpiled in Webpack build
- Scoped and coordinated the implementation of key app features among team members, including loading user data from the back-end, WYSIWYG text-editor, and drag-and-drop resume editing interface
- Architected data flow between front-end user input to state and asynchronous saving to the Postgres database
- Designed a flexible SQL database schema to store versioned elements across multiple resume documents
- Created automated, swappable formatting style for front end UI using CSS, JXS, and Javascript

Fetcha.Dog | Scrum Master & Back-End Software Engineer | www.fetcha.dog
Scheduling web app that allows dog lovers sign up to walk local shelter dogs
- Designed database schema using Knex/Bookshelf.js and set up front-end connection to Postgres database
- Created an automated testing and deployment pipeline using Grunt, JSHint, and Heroku deployment scripts
- Standardized the team's Git workflow and mentored team members through merge conflicts and code quality
- Developed client-side methods to format server data for front-end Angular views

RGByay! | Full-Stack Software Engineer | melodylu.github.io/rgb-yay
Color-matching game that teaches users to connect RGB codes with actual hues and values
- Built out of just jQuery and plain old Javascript, deployed on Github pages

Professional Experience_____

Visual Designer and Laser Technician, E&M Labs | Mountain View   2013
- Designed and prototyped topographic maps, custom shelving, and other products on laser cutters
- Created illustrated instruction manual to teach engineering concepts using E&M's educational toys

Art Director, PBS.org & Vaquera Films | Distributed company (US Timezones) 2013
- Led a geographically distributed art team to create an adventure game to accompany a PBS documentary
- Co-ordinated a 3 person art team, working closely with a programmer, a writer, and a game designer to scope and implement player-customized character designs with expressions, costume changes and animated cutscenes

Senior Game Artist, 2Clams Game Studio | San Francisco / Argentina   2011 - 2012
- Created character animations optimized for mobile download in custom game engine for Android and iOS
- Designed UI layouts in Adobe PS and XML, along with icons, splash screens, and promotional art
- Top mobile game had >400K downloads and reached top 50 games in Google Play

Academic Technology Associate, Stanford University | Palo Alto   2010
- Designed custom sites using Drupal and Wordpress, and taught faculty how to use content management systems

Education _____

MakerSquare: Hack Reactor Core School | *Advanced Immersive Software Engineering* | San Francisco   2015
Vancouver Film School | *Diplomas in Classical Animation & Digital Character Animation* | Vancouver   2009
Yale University | *BA in Psychology* | New Haven   2006

Hobbies and Interests _____

I enjoy designing wooden toys on laser cutters, painting, biking, confusing my pet parrot, fire juggling, rock climbing, backpacking, and building improbable foods out of homemade sushi. I think spiders are adorable.