

STEVE LU

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EDUCATION

Sept. 2021 to May 2025

Carnegie Mellon University

Major in Electrical and Computer Engineering

Minor in Game Design and Human Computer Interaction

Relevant Coursework: Principles of Imperative Computation, Introduction to Data Structures, Fundamentals of Programming

PROJECTS

June 2022 to Aug. 2022

Blueprint

- A software that allows UX Designers to share their work and to be commissioned by clients to build websites and apps
- Also includes features like appointments and video chat
- Designed several webpages including the pricing tab, the messages tab, the home page and the dashboard
- Presented my designs to professional developers

Jan. 2022 to May 2022

Minion

- A game made at Game Creation Society @ CMU
- An 8-bit roguelike with various levels and enemies created by a team of 25 members
- Led the creation of all the main mechanics of the game, the maps, and the overall feel and design
- Conducted statistical analysis for the overall balance of the game
- Presented my decisions and designs to the entire club during alpha, beta, and release portions of the semester

Sept. 2021 to Dec. 2021

Empyrean

- A game made at Game Creation Society @ CMU
- A first-person shooter with several movement mechanics created by a team of 15 members
- Led the creation of all the main mechanics of the game, the maps, and the overall feel and design
- Became a project manager to keep track of the progress of all the roles, including programmers, artists, and music designers
- Presented my decisions and designs to the entire club during alpha, beta, and release portions of the semester

Oct. 2021 to Nov. 2021

Spaceship!

- Created a new version of Battleship! through Tkinter graphics and Python
- Implemented 4 distinct versions of AI to play against, including the Monte Carlo Method and Machine Learning
- Presented a detailed report on the results of my project

EMPLOYMENT

June 2022 to Current

GNF Unlimited Incorporated · UI/UX Designer · Pittsburgh, PA

- Designed and created a website using Figma that acts as a platform for other UX Designers to get commissioned for UX projects and convene with clients
- Collaborated with professional developers and other UX Designers to finalize the design
- Presented website designs to professional developers using Microsoft PowerPoint

May 2021 to Aug. 2021

University of Toronto · Research Intern and Project Manager · Toronto, Canada

- Worked with Prof. Khai N. Truong
- Became a project manager in order to develop and establish an app in order to track a user's internet habits and provide them with a report of their statistics on websites such as the number of links they pressed
- Wrote a detailed report on the findings of my research

SKILLS

GAME DESIGN

Unity
Systems Design
Level Design
Character Design
Combat and Enemy Design
Storyboarding and Narrative Design
Unreal Engine

INDUSTRY KNOWLEDGE

Figma
Microsoft Excel
Trello
Microsoft Word
Microsoft PowerPoint
GitHub
Slack

PROGRAMMING

Python
SQL
C++
HTML & CSS

ENGINEERING

Breadboarding and Wiring
Circuit Design
3D Printing
Robotics