MEGAN LU |

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EDUCATION

Brown University | B.A. Computer Science, B.A. Visual Art | GPA: 3.9 *Sept 2019 – May 2023*
Software Engineering, 3D Computer Animation, Computer Graphics, UI/UX, Computer Vision,
Logic for Systems, Game Development, Digital Illustration, Data Structures and Algorithms

Glasgow School of Art | BSc Immersive Systems, Games & Virtual Reality *Sept 2023 – Jan 2024*
Game Development in Unity, Sound Design for Games, 3D Asset Creation in 3dsMax and Zbrush,
Critical Studies in Games and Virtual Reality

SKILLS

Languages | Proficient in Java, C++, Python, React/JS/HTML/CSS. Project experience in Lua and C/C#.
Tools | Maya, Unity, Adobe Creative Suite, 3dsMax, Zbrush, Wordpress

EXPERIENCE

Software Engineer, Microsoft, OneNote *May 2024 – Current*
o   Working on implementing Sensitivity Labels and Microsoft Identity Protection features to enhance
     data security, enforce access controls, and safeguard user identities within OneNote.

Software Engineering Intern, Microsoft, OneNote *May 2023 – Aug 2023*
o   Built a highly requested image cropping tool in OneNote using C++, addressing over 300 customer
     inquiries in the past 6 months. Handled both backend functionality and UI design.

Frontend Software Engineering Intern, Microsoft, TakeLessons.com *May 2022 – Aug 2022*
o   Implemented 'quick response' buttons and 'personalized response' templates in React/Typescript to
     enhance customer service chat efficiency.
o   Developed a chatbot with Azure Bot Framework, automating 80% of customer inquiries and reducing
     live chat traffic while providing support outside of business hours.

Teaching Assistant, Program Design with Data Structures and Algorithms *May 2021 – May 2022*
o   Conducted weekly office hours and seminars to review course materials and assist with debugging.
o   Graded weekly Python homework assignments, large-scale Java projects, and exams.

PROJECTS

Lost In Time | Video and Breakdown | Autodesk Maya, Adobe After Effects, Adobe Premiere Pro
Created a 3D animated short film, including story and cinematography planning, prop and set design, scene
animation, and post-production editing with motion graphics and sound design.

Studio Ghibli Neural Style Transfer | Demo | Python
Wrote a neural style transfer program that transforms Ghibli-style clips into the art style of any input image.

Nutcracker | GitHub | Lua/ LÖVE
Developed a block-breaking and match-3 puzzle game featuring progressive levels and multiplayer score-
saving. Illustrated all graphics in Adobe Suite and designed sound effects in Audacity.

A Ghost in a Graveyard | GitHub | Lua/ LÖVE
Developed an atmospheric side-scrolling game that increases in speed and difficulty with new obstacles
being introduced. Illustrated all graphics in Adobe Suite and designed sound effects in Audacity.