Alex Lu

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EXPERIENCE

Hyperion Industries, Developer, Co-founder, and CEO (Jan '16 - Present)

Bootstrapped startup with three co-founders. Visit http://alx.lu/work/hyperionai for a detailed writeup.

- Developed deep neural network from scratch. Deployed and scaled horizontally using AWS. Visit http://alx.lu/ml for a simplified live demo.
- Created web and iOS app with React and React Native. Visit https://vimeo.com/hyperionai/app to view a demo of the app.
- Built backend using Express, Node.js, and PostgreSQL. Deployed to Heroku.
- Created landing page (http://hyperion.ai), videos, branding, and overall design.

Microsoft, Program Manager (Sep '14 - Jan '16)

Core responsibilities included data analysis, ecosystem adoption, and creating cross platform tooling for Windows 10 UWP (Universal Windows Platform) Apps.

- Managed a cross-team global URL redirection service that ships with Microsoft Edge on mobile to eliminate an issue that was causing several bug reports to be submitted per day.
- Drove reporting for Windows Store Apps that rely on the Windows Web Platform.
- Led effort to converge Microsoft Edge's HTML <select> control behavior on desktop and mobile.
- Created open-source projects that enable web developers to easily create and publish Windows 10 Store Apps. Some of this work has made its way into ManifoldJS—the current recommended method of developing Windows 10 Apps on other platforms. Visit http://alx.lu/work/microsoft for a detailed writeup.
- Established relationship between our partner Developer Experience team and npm. This enabled them to directly communicate with npm to discuss shared customer needs and collaborate on developer outreach.
- Directly updated the samples for the Windows 10 SDK, created new templates for Visual Studio, and developed a React sample app demoed at Mobile World Congress.

Mirada, Design Intern (Jun '13 - Sep '13)

- Created Pre-Visualization animations for Clorox advertisement.
- Pitched designs for Exxon Mobil branding campaign.

NASA Jet Propulsion Lab, Intern (Jun '12 - Dec '12, Mar '13 - Jun '13)

- Created 3D animations for presentation of spacecraft radioisotope thermoelectric generators.
- Data visualization programming.
- Internship extended until end of year; hired as part-time employee from March to June.

Pixar Animation Studios, Intern (Jul '11 - Sep '11)

- Created a production-ready shot under mentorship of a technical director.

EDUCATION

University of California, Los Angeles (UCLA)

BA in Design Media Arts. Graduated in Sep '14.

SKILLS

Proficient with JavaScript (with Babel, ES2016/2017, etc.), React, Redux, webpack, Node.js, Git, HTML, CSS (with PostCSS-cssnext and SCSS), Photoshop, After Effects, InDesign, Premiere Pro.

Working knowledge of Python, Bash, PowerShell, AngularJS, PostgreSQL, Jenkins, Vagrant, Unity.