ANNIE LUC

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EDUCATION

B.S. in Computer Science, University of Florida (Honors Program, *3.97/4.0*) **May 2018**
Coursework: Discrete Struct., Data Struct. & Algo., Comp. Arch. & Org., Digital Logic, Intro. Software Eng., Design Patterns, Databases, Pen. Testing, Operating Sys., Num. Analysis

SKILLS

Languages: Java, C#, C++, ActionScript, Python, JavaScript, HTML, CSS
Tools: Eclipse, Visual Studio, Git
Interests: HCI, education, impactful projects

EXPERIENCE

Research Assistant, Intelligent Natural Interaction Tech Lab – *Gainesville, FL* **Oct. 2014 – Present**
- Work to examine patterns between museum visitors and interactive platforms and develop recommendations for improving interactive interface design
- Anthony, L., Stofer, K., **Luc, A**. 2016. *Characterizing User Gestures on Touch Tables and Touch Walls in a Public Science Center. (IDC'2016)*, Manchester, UK, 21 June 2016

Undergraduate Teaching Assistant, Programming Fundamentals I – *Gainesville, FL* **Aug. 2015 – Dec. 2016**
- Taught Java concepts (expressions, control flow, methods, objects, etc.) in weekly lab
- Held office hours to assist students in learning and reinforcing knowledge of Java concepts

Azure SDN Explorer Intern, Microsoft – *Redmond, WA* **May 2016 – Aug. 2016**
- Created telemetry reporting feature for TSG automation tool to reduce time to mitigate incidents
- Designed and built a mechanism to crawl and report on misconfigurations in Azure SDN components with impact of man hour reduction in remediation and tracking

Student Researcher, Machine Intelligence Lab – *Gainesville, FL* **Jan. 2015 – Feb. 2016**
- Utilized VisPy, Python, and ROS to simulate physics of underwater submarine motion

Enterprise Security Intern, Bright House Networks – *Riverview, FL* **May 2015 – Aug. 2015**
- Studied frameworks relating to information and cyber security (ITIL, SANS, PCI, CISSP, etc.)
- Headed team of 7 to provide initiatives to improve cable employee recruitment and retention

LEADERSHIP

UF TYPE Leader, University of Florida – *Gainesville, FL* **Feb. 2016 – Present**
- Design elementary, middle, and high school-level curriculum (MIT Scratch, ProcessingJS, Python) to teach basic coding principles to students at seven local schools
- Promote computer science to young women through weekly classes, workshops, and hackathons

ACM Secretary, University of Florida – *Gainesville, FL* **Dec. 2015 – May 2016**
- Assisted in coordinating annual High School Programming Contest for Florida schools
- Networked with professionals to generate funding for ACM events (SwampHacks, HSPC, etc.)

AWARDS AND AFFILIATIONS

Recipient, UF Marty and Heather Abbott Scholarship **2017**
Recipient, Microsoft Tuition Scholarship **2017 – 2018**
Recipient, University Scholars Program **2016 – 2017**