

### feezy15.github.io bruce.luo@utexas.edu | (346) 775-4018

# **EDUCATION**

#### UNIVERSITY OF TEXAS

BS COMPUTER SCIENCE 2018 - present | Austin, TX Expected May 2022 GPA: 4.0

## LINKS

github.com/Feezy15 linkedin.com/in/b-luo

## COURSEWORK

#### **FALL 2018**

CS 314: Data Structures CS 311: Discrete Math

### **SPRING 2019**

CS 429: Computer Architecture CS 104c: Competitive Programming CS 109: Python Programming SDS 321: Statistics and Probability M 340L: Linear Algebra

## FALL 2019 (ENROLLED)

CS 439: Operating Systems M 358K: Applied Statistics

## SKILLS

#### **LANGUAGES**

Proficient: Java, Python

Familiar: Javascript, HTML/CSS, C

Exposure: Lisp, x86, C++, SQL

#### **TOOLS**

Unity, jQuery, Bootstrap, SQLite3,

Linux, gdb

## **EXPERIENCE**

### MR. JAN'S MATH CLASS | TUTOR

Jan 2018 - June 2018 | Katy, TX

- Led small group sessions of between 8 12 students
- Answered questions over in-class content, homework, and upcoming quizzes/tests
- Tracked individual student progress over the semester
- Identified student weaknesses and tailored extra practice worksheets

## **PROJECTS**

#### **COLORSEEK**

- Created a website using Bootstrap, Javascript, and CSS to find optimized color palettes for input images, hosted on GitHub Pages
- Adapted a standard histogram algorithm and a machine learning algorithm (k-means) for color quantization
- Implemented user-adjustable algorithmic inputs to allow for easily customizable color palette outputs

#### **ASCENT**

- Created a vertical scrolling, procedurally 2D platformer using Unity for the EGaDs 2018 Fall Game Jam
- Developed a variety of modular block components for use as platforms and tweaked physics interactions to work with the player avatar
- Designed and implemented UI elements (e.g. title screen, pause menu, end screen)

### **RANDOM WRITER**

- Created an app that trains on input data and outputs a stream of similar yet randomly generated data
- Trained model can be serialized using the Python pickle module
- Final project for CS 109: Python Programming

# **AWARDS**

2018 National Merit Finalist2017 National AP Scholar

# INTERESTS

• Machine learning, game development, violin, basketball, fishing, audiophile