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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, node.js

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
- 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