Ian Lulu

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Summary

Computer Science graduate with strong technical and engineering skills in information technology and software engineering. Possesses more than two years of hands-on work and research experience, working with computer networking and software development among others. Passionate about learning and thrive on working in high-impact projects.

Education

University of Illinois Chicago (UIC) Bachelor of Science in Computer Science

Chicago, IL

December 2022

Skills

Programming Languages: C, C++, Java, C#, Python, JavaScript, HTML, CSS, SQL, IATEX, MATLAB, R, Scala, F#

Frameworks & Libraries: JUnit, Node.js, React; pandas, NumPy, Matplotlib

Developer Tools: Git, VS Code, Eclipse, IntelliJ, Visual Studio, Jupyter Notebook, Google Cloud Platform, Docker

Software: Linux, macOS, Microsoft Windows, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Autodesk Inventor

Hardware: Soldering, Arduino/Breadboard wiring, Additive/Subtractive manufacturing, Welding

Certifications: Networking Foundations: Networking Basics - LinkedIn. February 2020

Research Experience

Electronic Visualization Laboratory, UIC

Chicago, IL

 $Under graduate\ Researcher$

May 2022 - June 2022

- Assisted with researching APIs to connect a Unity data visualization project to the web that's interfaceable with mixed reality.
- Developed code using C#, JavaScript, and WebXR to interface a Unity program to a web application instance.
- Presented work and findings at weekly meetings to the research team for learning and feedback on project.

Work Experience

Technology Solutions, UIC

Chicago, IL

IT Support Specialist

January 2020 - December 2021

- Assisted network engineers with troubleshooting and maintaining computer networks throughout the university's two campuses.
- Provided on-site support regarding network issues to 100+ buildings (research labs, dorms, lecture halls, etc.)
- Managed a ticketing system (TeamDynamix) for network issues and resolved at least 3-5 support tickets per shift.
- Maintained and contributed to documentation of university's computer network for easier troubleshooting in the future.

Projects

MyTetris

Java, Maven, Git

October 2023 - Present

A recreation of the classic game

- Developed and designed my version of the Tetris game in Java using its graphics libraries and object-oriented design.
- Created a working demo of the game that runs on macOS.
- Exploring possibility of publishing online and hosting playable game demo on sites like itch.io.

Web Development Portfolio

HTML, CSS, JavaScript

My personal & portfolio websites

June 2023 - Present

- Developed and designed a personal website and a portfolio website using HTML, CSS, and JavaScript.
- Published and hosted personal website on neocities.org; has garnered over 1,800+ visits alone.
- Planning on implementing web frameworks and JavaScript libraries to improve the look, feel, and functionality of both websites.

Impact of COVID-19

Python, Jupyter Notebook, pandas, NumPy, Matplotlib

UIC data science project

January 2022 - May 2022

- Collaborated in a four-person team to analyze the impact of vaccines on COVID-19 cases.
- Utilized various Python libraries to perform data analysis on COVID-19 datasets provided by WHO to synthesize a data report.
- Tasked with hosting team meetings over Discord and developing data visualizations on the datasets.
- Presented the data report to entire class and answered questions from other students regarding the project.

Extracurricular Activities

Society of Automotive Engineers (SAE), UIC

Chicago, IL

Baja Team Member

August 2021 - May 2022

- Assisted in the maintenance and repair of UIC SAE's off-road Baja car.
- Participated in the organization's welding and machine tools workshops to obtain skills for working on the automotives.
- Selected to participate in the winter off-roading competition Blizzard Baja 2022 at Michigan Tech.
- Selected as one of the drivers for the endurance race at the competition.