Ian Lulu

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Education

University of Illinois Chicago (UIC) December 2022
Bachelor of Science in Computer Science *GPA: 3.33/4.00*
Organizations & Awards: SAE, ACM, Vehicle Electronics and Systems Engineering, Competitive Gaming Club, Google Developer Student Club, Dean's List
Relevant Coursework: Object-Oriented Languages & Environments, Intro to Data Science, Computer Graphics I, Computer Algorithms I, Data Structures, Intro to Differential Equations, Applied Linear Algebra

Skills

Programming Languages: C, C++, Java, Python, C#, JavaScript, HTML, CSS, SQL, LaTeX, Scala, F#, MATLAB, R
Software: Visual Studio IDEs, JetBrains IDEs, Git, Linux, Unity, MATLAB, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Autodesk CAD, Microsoft Office/365
Spoken Languages: Tagalog (native) English (native), Spanish (elementary), Japanese (elementary)

Experience

Electronic Visualization Laboratory @ UIC Chicago, IL
Undergraduate Researcher *May 2022 – June 2022*
● Helped with organizing, documenting, and reworking the professor's urban development data visualization research project to make it open and accessible via the web.
● Assessed technologies such as React, WebGL, WebXR, and Unity along with Python data visualization libraries such as GeoPandas, Pyrosm, etc. for porting the application to the web.
● Planned to publish a paper on the project and submit it to the IEEE Computer Society's Call for Papers.

Technology Solutions (IT @ UIC) Chicago, IL
Student Computer Specialist *January 2020 – December 2021*
● Assisted network engineers with on-site support for computer networking issues in research labs, offices, classrooms, etc. throughout campus during the pandemic.
● Utilized TeamDynamix to track, troubleshoot, and respond to help tickets regarding issues with the campus network.
● Checked ethernet cable connections on network switches as well as client side.
● Performed network activations and documented the locations and port numbers for smoother activations in the future.
● Interfaced with Cisco switches through PuTTY and SSH; used Bash and Cisco IOS commands to interface with the ports.

Projects

Simple Ray Tracer (UIC Class Project)
● An interactive ray tracing program for a computer graphics class.
● Implemented with JavaScript and WebGL and displayed on a web page using HTML, CSS, and a Python web server.
● Loaded in a JSON file to create a scene with ray tracing effects and settings that users can adjust.

"The Impact of COVID-19" (UIC Group Project)
● Collaborated with 3 classmates to develop an end-to-end data visualization project on COVID-19 for a data science class.
● Synthesized relevant data and applied data cleaning, EDA, visualization, and machine learning using various Python libraries such as pandas, scikit-learn, etc.
● Used GitHub and Discord for team collaboration.
● Presented analysis of details, issues, improvements, and main takeaways from the project to an audience.

Activities

Society of Automotive Engineers (SAE @ UIC) Fall 2021 – Spring 2022
● Helped with maintenance of Baja car for the Blizzard Baja 2022 competition.
St. Luke and St. Bernardine Parish Youth Group, 2018 – Present ● Volunteering to raise funds for the youth group.