

# Ian Lulu

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## Summary

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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

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

Chicago, IL  
December 2022

## Skills

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**Programming Languages:** C, C++, Java, C#, Python, JavaScript, HTML, CSS, SQL,  $\text{\LaTeX}$ , 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

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**Electronic Visualization Laboratory, UIC**

Chicago, IL

*Undergraduate Researcher*

*May 2022 – June 2022*

- Assisted with researching APIs to port 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

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**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

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**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

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**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.