

Ian Lulu

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Summary

Computer Science graduate with strong technical and engineering skills in IT 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

Awards: Dean's List, *January 2019 – May 2021*

Chicago, IL

December 2022

Skills

Programming Languages: C, C++, Java, C#, Python, JavaScript, HTML, CSS, SQL, L^AT_EX, 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*

Experience

Electronic Visualization Laboratory @ UIC

Undergraduate Researcher

Chicago, IL

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)

Student Computer Specialist

Chicago, IL

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.