Ian Lulu

Berwyn, IL • (708) 315-9423 • ianpatricklulu@gmail.com • LinkedIn • GitHub • ianlulu.me

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) — Chicago, IL
Bachelor of Science in Computer Science — *December 2022*

Skills

Programming Languages: C, C++, Java, C#, Python, JavaScript, HTML, CSS, SQL, LaTeX, MATLAB, R, Scala, F#
Frameworks & Libraries: JUnit, Node.js, React, TCP/IP; pandas, NumPy, Matplotlib
Developer Tools: Git, VS Code, Eclipse, IntelliJ, Visual Studio, Bash, CLI, 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
Undergraduate 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 Cisco switches and access points throughout the campus network.
- 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 7-10 support tickets per week.
- Maintained and contributed to engineering documentation of university's computer network to enhance troubleshooting efforts.

Projects

MyTetris — Java, Maven, Git
A recreation of the classic game — *October 2023 — Present*
- 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.
- Hosted team meetings over Discord and developed data visualizations on the WHO datasets.
- Presented the data report to entire class and answered questions from other students regarding the project.