

Junping Luo

(949) 345-5441 | junpingl@outlook.com

EDUCATION

University of California, Irvine

June 2024

B. S. in Computer Science, Specialization in General CS

B. S. in Software Engineering

GPA: 3.87/4.0

Minor in Philosophy

Coursework: Data Structure Implementation and Analysis; Introductory Computer Organization

Calculus III; Introduction to Linear Algebra; Machine Learning and Data-Mining;

Introduction to Data Management

Honors: Dean's Honor List (5 quarters)

TECHNICAL SKILLS

Programming Languages: Python, C++, Java, Swift, SQL, MIPS Assembly

Concepts: Data Structure, Version Control, Test-driven Development

Software: Git, Visual Studio Code, MySQL, Office 365

PROJECT

Game 2048 with Graphical Interface in Python

Fall 2020

- Implemented by Python 3.8; Input command and display output through Python Shell
- Developed score system and combo mechanism in addition to the given version

Inheritance Simulation Application

Spring 2021

- Implemented by Python 3.8
- Displayed by GUI using Model-View-Controller pattern

Game Bombsweeper Implemented by MIPS Assembly

Fall 2021

- Implemented by Assembly Language MIPS; Input via command line and display by plugins
- Heavily implemented by recursion

EXPERIENCE

UCI Course, ICS 32A: *Python Programming and Libraries (Accelerated)* September 2021 - December 2021

Voluntary Laboratory Tutor (Learning Assistant)

- Co-hosted 80-minutes lab sessions with a Teaching Assistant three times a week
- Helped students with coding and theoretical assignments in an inspiring way
- Introspected and discussed tutoring experience with tutoring course instructors and tutors once a week

Shenzhen Middle School Symphonic Band

September 2017 - June 2019

Concert Master

- Assisted the director to conduct regular band rehearsals twice a week
- Supported the director in coordination and communication in the band
- Facilitate to conduct band committee once per semester