

JAYLEN LUC

Los Angeles, California

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SUMMARY

Angular, C++, C, Lisp, Python, Typescript, JavaScript, Unity, React, NextJS, Django, C#, Java, Game Development, Prolog, Ionic, Firebase RealTime Database, AstraDB, Heroku, Supabase

EDUCATION

University of California, Irvine
BS in Software Engineering

2020 - 2024

EXPERIENCE

Esri Software Products Intern

Jun. 2024 – Sep 2024

Research Assistant, UC Irvine

Jan. 2023 – Oct 2023

Advised by : Ph.D. Wayne Hayes whayes@uci.edu

Python; NumPy; SQL

- Graphed differential reddening using segmentation on the minor axis to determine the near side of galaxies [Github Link](#)
- Designed a Crossmatching algorithm for Pan-starrs subset and all of DR7 SDSS by using Spherical Cosine distance to output the best possible matches for Pan-Starrs objects in the SDSS galaxy catalog [Github Link](#)

Computer Science Tutor, UC Irvine

Sept. 2022 – Present

Communication; Peer Tutoring

- Helped students understand confusing behavior from their own code, explain why it happened, and offer potential fixes

SHOWCASED PROJECTS [MY GITHUB](#)

Python Open Source Contribution for MyPy [Pull Request Link](#)

Sep 2023

code review; manage large code base; open source; python; static analysis; static analyzers; linters

- Debugged the source code for an unfamiliar large open source code base
- Opened a pull request to provide a potential fix for the Unpacking Iterable Types issue
- Communicated my findings and conducted code reviews about the code's behavior through collaboration with other contributors

Vertical Search Engine on Birds [GitHub Link](#)

Jun 2023 - Present

Full Stack Development; Search Engines; Python; Search Engine Ranking; Beautiful Soup; JavaScript; React; Django, REST API

- Implemented an efficient targeted web crawler with politeness, simhash to detect duplication, a NoSQL database with key duplication merging and inverse index elimination and pruning, TF-IDF vector model to rank documents, and a full basic web crawler architecture
- Implemented Site Maps caching which improved crawl time by 50 percent. Implemented Index elimination pruning, reduction in disk read and write overhead, binary merge sort on inverted index posting lists, and an index of inverted index term offsets that decreases ranking time by 80 percent
- Put design principles into praxis to design a front end that accepts user queries gracefully and a backend that retrieves websites from my NoSQL database to arbitrate and provides search results for the users

Interactive Educational World Map Atlas with web scraping [GitHub Link](#)

Jul 2022 - Aug 2022

Web Scraping; User Interface Design; Python; RESTful API; Folium

- Programmed an interactive Educational World Map that uses 100 percent web-scraped data written in Python and visualized on a leaflet map
- Utilized several APIs for real time news updates along with a country search bar, map texture customization, and pop up real-time country statistics

Biomes Interactive Map Atlas with NextJS and ArcGIS API [GitHub Link](#)

Oct 2023 - Present

Full Stack Development; NextJS; TypeScript; JavaScript; ReactJS; server side generation

- Designing an interactive serverside generated map that uses the ArcGIS Javascript SDK, spatial analysis and data to help people understand our geography

Bibliometrics Visualizer [GitHub Link](#)

Dec 2022 - Jan 2023

User Experience; User Interface Design; Java Swing; Java; Object Oriented Programming

- Designed a feature satiated User Interface that allows users to visualize bibliometric data in real time by providing their Hirsch index statistics along with 3 other abstract bibliometric determiners

Cellular automata simulator [GitHub Link](#)

Apr 2023 - May 2023

Simple and Fast Multimedia Library (SFML); C++

- Designed a terminal-based cell evolution simulator with multiple rule sets to simulate artificial life to help students visualize the evolution of artificial life

Full Stack Interactive USA Map with web crawling [GitHub Link](#)

Nov 2023 - Dec 2023

Full Stack Development; Python; SQL; JavaScript; React; ReactJS; Django, Web Crawling

- Designed an interactive and responsive Front end Map with popup web-crawled data and news fetched with every mouse hover and click from the user
- Implemented a backend with a polite and courteous web crawler that interacts with the Django SQL database to send and provide USA state data

Game Development [Itch.io Link](#)

Nov 2023 - Present

Unity, C#, pixel art, story creation, narrative and world-building, Unreal Engine 5, C++

- Developed game physics, logic, story, and narrative, and was involved in all major logistical and creative design decisions
- Navigated through group conflicts, and differences in values, listened, and vocalized all concerns so that everyone on my team has bargaining power on the team

Empathetic AI ChatBot Full stack web Application for MNDYRR [GitHub Link](#)

Jan 2024 - Present

Sponsored by: Ph.D Adam Starks CEO @ MNDYRR

Informatics First Place Winner @ UCI 4th Annual ICS Project Expo

Full stack development, LLM, AI Engineering, NextJS, LangChain, Django, AI optimization, JSON Web Token

- Developing an empathic chatbot both backend and frontend for at-promise youth as an additional support system adjacent but not replacing all other social and medical structures
- Fine tuning chatbot by training, prompt engineering and adaptive retrieval augmented generation utilizing the latest research on improving stability, adaptability, and social congruity.

Generalization of Conway's "Game of Life" to a continuous domain [GitHub Link](#)

March 2024 - Present

NextJS, Supabase, next-auth

- Implemented a theoretical model to generalize Conways Game of Life to a continuous domain. Implemented smooth time stepping where each cell as values ranging from [0,1]. All aspects of the Game of life can be altered, the rules can be arbitrarily simple or complex leading to emergent phenomenon beyond our imaginations
- Includes multiple other mathematical visualization algorithms rendered on the canvas
- Built a public API and serverless functionality for user authentication and authorization.

Climate Classification using Machine Learning Clustering [GitHub Link](#)

June 2024 - Present

Machine Learning

- Used K Means clustering and Self Organizing Maps to learn climate boundaries, cluster climate data and adapt to changing climate data. All clustering is spatially visualized with matplotlib using latitude and longitude.