

# JUSTIN LUO

DESIGNER, DEVELOPER

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## EXPERIENCE

### Microsoft

**Designer** | Aug. 2020 - Present

Designer on Core Experiences on Microsoft Teams, focusing on Teams for Education, cross-org partnerships, and messaging.

**Designer Intern** | Jun. 2019 - Aug. 2019

Design intern for Core Experiences team on Microsoft Teams.

### Dartmouth College

**AR/VR Design & Development TA** | Sep. 2019 - Jun. 2020

Guided students through projects in AR (Vuforia) and VR (Oculus SDK). Built and updated course exercises and tutorials for Unity and Maya.

**Design Thinking TA** | Mar. 2018 - Jun. 2019

Provided feedback about students' ideas and projects, pushing them towards more creative and impactful solutions. Championed design thinking skills during user research, brainstorming, and prototyping.

### Embolden

**Co-Founder, Project Coordinator** | Jun. 2020 - Sep. 2020

Founded an initiative to bring together college students to provide pro bono digital consulting to underrepresented minority small business owners. Organized 50+ volunteers into 10 teams. Coordinated and led teams through an 8 week project timeline with detailed deliverables.

## PROJECTS

### VR-Notes

**Computer Science Senior Thesis - High Honors**

Exploring annotation systems in VR using Oculus Quest and Unity  
Awards: *Kemeny Prize for Excellence in Innovation*, *Neukom Prize for Outstanding Undergraduate Research in Computational Science*, *Neukom Scholar Award*, *Made At Dartmouth Research Video Prize*

### Accessible Circuits

**Published in CHI'21 Proceedings**

Proposed designs for add-on components to adapt existing breadboards, circuit components, and electronic tools for blind or low vision users.

## EDUCATION

### Dartmouth College

Sep. 2016 - Jun. 2020

B.A. in Computer Science  
*with High Honors*

Minor in Human-Centered Design

GPA: 3.88/4.00

Magna Cum Laude, Phi Beta Kappa

### Aquincum Institute of Technology

Sep. 2018 - Dec. 2018

Study abroad program in Budapest  
for Computer Science

## DESIGN

Figma & Sketch

InVision & Principle

Maya

Premiere & After Effects

Photoshop

## DEVELOPMENT

Unity (Oculus VR and Vuforia AR)

JS, C#, Java, Python, C, MATLAB

Web Dev - React, HTML/CSS

Mobile Dev - Kotlin (Android)

## COURSES TAKEN

3D Digital Modeling

Algorithms + Data Structures

Artificial Intelligence

AR/VR Design & Development

Computer Graphics

Design Thinking