

WESLEY LUU

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Education

California Polytechnic State University, San Luis Obispo

Bachelor of Science in Computer Engineering

Expected June 2024

San Luis Obispo, CA

Technical Skills

Programming Languages: Python, Java, Assembly(RISC-V), C Programming

Developer Tools: Github, VS Code, LTspice, Xilinx Vivado, Bash, Linux

Software: GitHub, Microsoft (Word, PowerPoint, Excel)

Tech Skills: Function Generator, Multimeter, Oscilloscope, DC Power Supply.

Hardware Skills: SystemVerilog/Verilog, Experience in Soldering, Experience in FPGA and PCB design

Relevant Coursework

- Data Structures
- Discrete Structures
- Systems Programming
- Circuit Analysis 1,2,3
- Computer Architect.
- Digital Design
- Modern Physics
- Linear Analysis

Experience

California Cybersecurity Institute (Cal Poly ITS)

April 2022 – Present

Software Developer

San Luis Obispo, CA

- Revamped legacy code of previous discord bots into modern, maintainable, and robust code for future development. Fixed internal structure and UI/UX functionality which allowed users to understand the bot intuitively and drastically reduced the number of errors a user can make.
- Where the bot verified over 200+ students in the competition and handled over 100+ support ticket sent by the student
- Utilized Microsoft Planner for effective communication on tasks assigned, presented progress in weekly meetings for constructive feedback, and incorporated sprints to stay on schedule.

Projects

Singify | Python

1st Place @ SLO Hacks Hackathon Fall 2021

- A "finish the lyrics" game using Spotify, YouTube Transcript, and YouTube Search APIs, coupled with speech recognition and visual machine learning.
- Worked with Google's teachable machine to differentiate between right hand raise and left hand raises.

Covid Bot | Python

2nd Place @ Cisco Hackathon Spring 2021

- Worked on a team of three and created a python program that sends users by phone or email open covid vaccine appointments within user radius and done so by filling a google form
- Worked with google forms and sheets API to manipulate with user data input
- Worked on the chatbot that scanned user's questions and looked for patterns within them. Based on the pattern the bot will answer the user's covid question using a web scraper(Parse Hub)

Dragon Rush | Java

Spring 2021

- Started with a large messy code-base. Converting the code-base from procedural to object oriented programming, and after doing so changed the theme to dragons for the game and used A* star algorithm for enemy tracking in the game.

Whack the Note | System Verilog

Spring 2021

- Created an game inspired by "Whack a Mole" using on Bassy3 board with FPGA using System Verilog. A game is to flick on the switch where the led blinks, get a point and each point you get a note from a song. Goal to get 32 points before the 20 sec timer runs out.
- Created using an MCU, Muxs, Clock dividers, counters and etc.

Awards / Extracurricular

Robotics

Fall 2021 – Present

Software Team Member

Cal Poly SLO Robotics

- Helping with the development of Life-Size R2-D2, currently working on serial transfer of data.
- Making sure that the data sent is the same as the data received.

Yugioh Club

Fall 2022 - Present

Club Member

- A game where I have been playing for over 10 years, watched the TV shows and is something I enjoy in my free-time

Presidential Dean's List

- Dean's List: Fall 2020, Fall 2021, Spring 2022