Brian Luc

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Education

University of Illinois, Urbana-Champaign
Expected Graduation: December 2018
Computer Science | Cumulative GPA: 3.94

Honors
James Scholar, Dean's List, Offer for HKN (Computer Engineering Honor Society)

Skills

Languages

- C/C++, Python, JavaScript, Java, Clojure, HTML, CSS

DevOps

- Unix/Bash, Subversion, Git

Experience/Projects

Android Development – Lucky Egg Calculator | 2016

- Wrote and published my first Android app on the Play Store, which optimizes the use of the Lucky Egg within Pokémon Go
- Building the app involved working with multiple UI elements, writing the algorithm for calculations, and transferring data between Fragments and Activities.

Chrome Extension – Cookie Jar | WildHacks 2016

- Increases user productivity by incurring automatic donations towards charity upon visiting blacklisted websites
- Wrote the client-facing extension and associated front-end logic for the app, including using the Stripe API to handle payment processing and sending user browsing data to the server
- Won the IMC Financial Markets - Best Data Visualization award at WildHacks 2016 and placed in the top 10 overall projects
- App features sending HTTP Requests to store user data for analysis/visualization, cookies for temporary storage, the Stripe API for payment processing, multi-factor authentication, and a Node.js/MongoDB backend with D3.js for data visualization

HNBuzzwords | 2016 - 2016

- Used Clojure to write an app that scrapes headlines and URLs from Hacker News and ranks them to find buzzwords and popular URLs for a given day
- Used Enlive, a web scraping library for Clojure to extract the headlines and URLs
- Ranks words found in headlines and URLs by assigning each one a weight based on a combination of points and traffic for a post

Grapevine | 2016 - Present

- Mobile App that allows users to find and post about social events near them
- Working on RESTful API backend using Node.js, Express.js and MySQL
- Working on integrating Google Places API (reverse geocoding) to cluster user locations into single entities
- Testing with Mocha.js/Chai.js