

BRIAN LUC

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EDUCATION

University of Illinois, Urbana-Champaign

Expected Graduation: May 2019

Computer Engineering | Cumulative GPA: 3.92

Relevant Coursework:

C/C++ Programming	Data Structures (enrolled)
Differential Equations	Linear Algebra (enrolled)
Discrete Structures (enrolled)	

Honors

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

SKILLS

LANGUAGES

- C/C++, Python, Java, HTML, CSS, JavaScript/JQuery
- Exposed to Clojure

DEVOPS

- Unix/Bash, Subversion, Git

EXPERIENCE/PROJECTS

Android Development – Lucky Egg Calculator | 2016 - Present

- 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.

Android Development – Social Media App | 2016 - Present

- Working on a social media app for Android
- Uses RecyclerViews and ViewPagers for easy user interaction
- Handles parsing JSON from a server and works with a background thread to free up strain on the main thread while reading from a server

Web Development – Chrome Extension | 2016 - Present

- Currently working on a Chrome extension that increases user productivity
- Extension takes user input for blacklisted sites, and automatically donates to charity upon visiting blacklisted sites
- The extension uses the Stripe API to handle payment processing

ACTIVITIES

Association for Computer Machinery | 2015 - Present

- App development RSO (Sig-Mobile)
- Artificial Intelligence RSO (Sig-AI)

Association of Data Science and Analytics | 2016 - Present