

BRIAN LUC

1011 West Stoughton, Apt 5
Urbana, 61801
847-767-5828

luc2@illinois.edu, github.com/bluc41, brianluc.com

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 – 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.

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

Chrome Extension – Cookie Jar | 2016 – 2016 | 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 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 user storage, using the Stripe API for safe payment processing, uses a multi-factor authentication process, confirming user login with touch-ID on mobile, and a Node/MongoDB backend with D3.js for data visualization