Luis Llobrera

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EDUCATION

U.C. SAN DIEGO

B.S. Computer Science
Expected Jun 2018 | La Jolla, CA
Major GPA: 3.55

SKILLS

DEVELOPMENT

LANGUAGES:
Python • JavaScript • Swift
C++ • Java • HTML5 • CSS3
C • Objective-C • OCaml •
MATLAB

TECHNOLOGIES:
React • Redux • Pandas
Numpy • Node.js • Realm
jQuery • Bootstrap • Visual Studio
XCode • Android Studio • Jupyter
Notebooks

DESIGN

TECHNOLOGIES:
Framer • Balsamic • Figma

LINKS

Github -
https://github.com/chumothyLee
LinkedIn -
www.linkedin.com/in/luis-llobrera
Portfolio -
https://chumothylee.github.io/

ORGANIZATIONS

TAA

Triton Aviation Administration
Oct 2014 - Jun 2016
• Built "Pirate Drone", a quadcopter -mounted Raspberry Pi which used PirateBox to establish a flying offline file-sharing and communication system.
• Technologies Used: Raspberry Pi, Pirate Box.

EXPERIENCE

VIASAT | Software Engineering Intern

June 2017 – Sep 2017 | Carlsbad, CA

- Designed and implemented, AVA, a mobile app meant to assist flight crew and take full advantage of ViaSat's in-flight systems.
- Built a self-hosted instant messaging service using Meteor which allows flight attendants to stay connected in-flight.
- Developed a jet lag adjustment plan generator module in Swift for use in other ViaSat mobile apps.
- Used Swagger and Node.js to develop a RESTful API service meant to simulate flight information for easier testing.
- Accomplishments: Mobile app and supporting services completed and demoed August 2017.

MORNING SIGN OUT | IOS Dev Intern

Dec 2015 – Jun 2017 | Berkeley CA

- Developed SilverLiningsMSO, an iOS mobile application for surveying and diagnosing depression in college students according to the PHQ-9 survey.
- Used Objective-C in XCode for application development and Firebase for back-end support.
- Accomplishments: Application completed and launched to the Apple App Store in June of 2017.

RESEARCH

SCRIPPS INSTITUTE OF OCEANOGRAPHY

Mar 2017 – Jun 2017 | La Jolla, CA

- Worked on a development team of three others to create UnderwaterAcoustics, a tool which uses Convolutional Neural Networks to categorize fish noises according to species.
- Developed the custom convolutional neural network using MatConvNet and MATLAB.
- Built a documentation site using GatsbyJS and React to track progress.
- Accomplishments: Project completed in June of 2017. Demoed by supervisor at a conference.

PROJECTS

PETERBOOK

Jun 2018

- Worked on team of 8 to build a full-stack social network web-app
- Designed and developed an intuitive user interface with React and Redux.

DAVIS 2.0

Jun 2018

- Used webpagetest and Google's lighthouse dev tool as measurement tools and improved the UC Davis home page's performance.
- Employed common client-side optimizations including image optimization, HTML, CSS, and JS minification, and file bundling.
- Resulting optimizations cut page load time in half (5 second reduction on fast network) without perceptable changes in the appearance of the page relative to original.