EUGENE LO

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EDUCATION

University of California, Los Angeles — June 2022
B.S. Computer Science
GPA: 3.93

SKILLS

PROGRAMMING: Python, C++, JavaScript, Swift, Matlab, HTML/CSS, Node.js/Express, Java, Flask, MongoDB, SQL, Vue.js

EXPERIENCE

UCLA ACM HACK
Board Officer — Dec. 2019 to Current
- Directed Passion Talks, a series of workshops dedicated to showcasing the creative applications of CS in different fields
- Helped organize an annual hackathon (Hack on the Hill), developed and taught the iOS and API hackathon workshops

KINEMATICS MANUFACTURING
Software Engineering Intern — June 2019 to Sept. 2019
- Optimized data collection, processing, and analysis of rotary dampers via signal processing and writing MATLAB scripts
- Created a web browser app to graphically predict the durability of slew drive worm gears using plotly.js (JavaScript plugin)
- Improved the efficiency of damper tests by writing a PLC program to automate an industrial servo motor
- Managed the Research and Development test area

INSTITUTE OF ELECTRICAL AND ELECTRONICS ENGINEERS (IEEE)
Full Stack Web Developer — Nov. 2018 to July 2019
- Assisted in making the IEEE project portal for members to keep track of their progress
- Developed responsive pages for the member roster and project checkoffs using HTML, CSS, JavaScript, and Vue.js
- Implemented the backend server and RESTful endpoints for users, projects, and assignments using Flask
- Maintained data persistence and relationships using SQLAlchemy

PROJECTS

VIBE APP — Mar. 2020
- Developed iOS app that asynchronously called Spotify web API to collect and present the user's music data
- Designed a persistent user data base with Firebase and optimized performance by implementing internal caching

IDEAHACKS WEBSITE — July 2019
- Worked with a committee to develop the website for IDEAHacks, UCLA's hardware-based hackathon
- Implemented the hardware equipment reservation algorithm and team creation algorithm using jQuery
- Designed MongoDB database schemas to store user, team, and parts data
- Designed responsive frontend pages for team parts, parts inventory, parts checkout, and team creation

ZERO WASTE 2020 — Mar. 2019
- Created a complete 2D platformer video game in Unity using C# about recycling and sustainability
- Implemented player movement algorithm and collectible item collision logic
- Rendered score and level UI components and configured camera control for optimal gameplay

ACHIEVEMENTS & RECOGNITION

Honor Societies - Upsilon Pi Epsilon (UPE), Tau Beta Pi (TBP) — 2019

National Merit Finalist - National Merit Raytheon Scholarship — 2018

Raytheon Management Scholarship — 2018