

Jinghong Luo

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EDUCATION

University of California, San Diego, CA
Bachelor of Science, Computer Science | Provost Honors

- Major GPA: 3.64 / 4.00

Expected June, 2022

SKILLS

Tools: GitHub, ZenHub, Google Fit API, Google Firebase, MongoDB, TravisCI, Docker.

Techniques: Agile Software Process, BDD, Mobile Software Development, Unit & Espresso Testing, End-to-End Testing.

Design Patterns: Strategy, Adapter, Observer, MVP, Factory Method, Builder.

Programming Languages:

- Java, C++, Python, JavaScript (ES6), TypeScript, HTML, CSS

Libraries & Frameworks:

- Node.js, jQuery, React, Unix, SQL, OpenGL

PROJECTS

CartoGraphX

Apr/2020-June/2020

Online Coding Project Visualizer [<https://remote-13.web.app/>]

- Built modern, performant pipelines in doing testing, code quality checking, and code deploying for project.
- Worked with a variety of different languages, libraries, and pipelines such as JavaScript, TypeScript, npm, GitHub Action pipeline, Node.js, Mocha Unit Testing, Nightwatch Testing.
- Interfaced with a team of leader, coders, QA testers, on a weekly basis, providing technological knowledge and advice.
- Clients included more than 150 UCSD students and 10+ professor/TA's.
- Communicated with team of 12, coordinated sprints and the overall timeline as the **Builder**.

Walk Walk Revolution

Jan/2020-Mar/2020

Android Mobile Walk Device Application [<https://github.com/UCSD-CSE-110-2020/team-project-for-team-34>]

- Developed and maintained code for application primarily using Java, and Google Firebase.
- Tested application in various techniques and devices to ensure mobile responsiveness and compatibility.
- Deployed JavaScript scripts to Firebase to create notification for application.
- Communicated and worked closely with teammates on a daily basis with stand-up meeting twice a week.
- Clients included more than 200 UCSD students and 10 professor/TA's in class.

The Race Around the World

Aug/2019-Sep/2019

Stopwatch Web Application (Learning Purposes) [<https://github.com/fjkal23jk/The-Race-Around-the-World>]

- Developed and shipped highly interactive web application for myself.
- Conducted in code reviews for myself just for learning purposes.
- Implemented background images and boarder using CSS.
- Designed local storage for offline storage with JavaScript.
- Worked closely with JavaScript and CSS to understand/learn the basic structure of the languages.

EXPERIENCE

University of California, San Diego, CA.

Jan/2020-Mar/2020

Undergraduate Computer Science Tutor

- Tutor for CSE8A, covering topics such as Python, and basic Java data structures.
- Held private meeting to clear up confusion about Java programming.
- Improved performance of students on programming assignments and exams by reaching out regularly.
- Held open lab hours to analyze/debug code, explain related concepts for 100+ students.
- Worked closely with professor, TA's, and tutors on grading assignments and delivering proper knowledge to students.

University of California, San Diego, CA.

Sep/2019-Mar/2020

Academic Integrity Proctor

- Developed interpersonal and communication skills through talking to professors.
- Performed proctoring during midterms and finals under pressure.
- Maintained time management skills and ability to manage complex calendar