JOHN LO

UX DESIGN & GAME DEVELOPMEMT

CONTACT

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https://jdl283.github.io/

SKILLS

- Unity Game Engine
- Figma
- Blender
- C#
- Python

COURSEWORK

- Human-Computer Interaction
- Design and Programming for the Web
- Communication and Technology
- Data Structures and Functional Programming
- Computer Graphics

ACTIVITIES

- Cornell Development In Games Association Officer
- Cornell E.Motion (K-Pop dance group)

EXPERIENCE

CORNELL COMPUTING AND INFORMATION SCIENCE

TEACHING ASSISTANT | AUG 2021 - DEC 2021

- Class: INFO 4240: Designing Technology for Social Impact
  - Evaluated and provided feedback on student design assignments
  - Assisted students one-on-one in personal office hours

GO PROJECT

VOLUNTEER MENTOR | SEP 2016 - APR 2019

- Provided small group instruction to 3rd and 5th graders in a classroom setting in Math and Reading.
- Prepared students for statewide ELA and Math tests.

GO SUMMER TEACHING ASSISTANT | JUN 2018 - AUG 2018

- Co-taught coding class with head teacher.
- Worked individually with students who struggled with class material.
- Created video game using student artwork for final internship presentation

EDUCATION

CORNELL UNIVERSITY

BACHELOR OF SCIENCE IN INFORMATION SCIENCE
SEP 2019 - MAY 2023

- Minors: Computer Science and Game Design

THE BRONX HIGH SCHOOL OF SCIENCE

SEP 2015 - JUN 2019

PROJECTS

FRIENDZONE
The UI for a proximity based friend finding app which was built through the processes of conducting user research, designing a paper prototype to address user needs, creating a high-fidelity prototype in Figma, and performing heuristic evaluation.

CAMELQUEST
A 2D dungeon crawler written in OCaml based on the 1986 Dragon Quest with randomized loot mechanics from Diablo.