Jeffrey Luu

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EDUCATION

University of California San Diego   San Diego, CA
B.S. Human Computer Interaction, Minor in Computer Science   *Oct. 2020 – June 2023*
GPA: 3.52

Coursework: Web Client Languages, Interaction Design, Usability & Information Architecture, Social Computing
Web Server Technologies, Algorithms, Operating Systems, Software Engineering, Data Science, Computer Graphics

EXPERIENCE

Technical Program Manager   Jan. 2022 – June. 2022
CodePath   *San Diego, CA*
- Created Kotlin-based instructional content for app development and provided technical support to students.
- Managed course logistics, including scheduling sessions, reviewing submissions, and collaborating with managers.
- Promote enrollment via presentations and info distribution leading to 80+ student applications.
- Worked closely with Regional Program Manager and CodePath.org team to address student feedback and enhance learning experience.

PROJECTS

BrainWave | *Next.js, Typescript, MongoDB*   Feburary. 2024 – Mar. 2024
- Built an intelligent note-taking application with integrated AI Chat functionality, powered by Next.js.
- Developed AI chat feature enabling users to communicate with their notes seamlessly, enhancing productivity.
- Integrated intelligent document retrieval for information extraction, improving information access.
- Enhanced user interaction with themes and secure access controls, ensuring usability and data protection.

Web Analytics Dashboard and Collector Script | *Express JS, Node JS, MySQL*   May. 2023 – June. 2023
- Designed an analytics dashboard to visually represent page load time metrics across various devices.
- Automated the collection and transfer of website analytics data to a database, increasing operational efficiency.
- Developed a user management grid to organize and handle information, simplifying data administration.
- Implemented a secure authentication system, providing administrators with control over user permissions.

ZooSeeker | *Java(Android)*   Mar. 2022 – May. 2022
- Developed a trip-planning app for the San Diego Zoo that optimizes routes for minimal walking.
- Worked in an agile development team to ensure efficient collaboration and productivity among 6 programmers.
- Implemented an efficient route finder using geographic location data, saving time for users.
- Built a robust testing suite to ensure the quality and reliability of software.

UrBenefit | *UX Research, Figma*   Mar. 2022 – May. 2022
- Design an accessible platform/social application for crowd sourcing volunteers for humanitarian efforts.
- Conducted usability testing sessions with 80+ users, building a deeper understanding of the problem space.
- Analyzed usability testing results, improving the overall user experience with data-driven decisions.
- Developed prototypes in Figma, guided by user feedback, to refine the overall design of the platform/application.

Obesity and Income in the U.S. | *Python*   Jan. 2022 - Mar. 2022
- Analyzed CDC and IRS data to assess the correlation between income levels and obesity rates.
- Created clear and informative data visualizations, aiding in data interpretation and decision-making.
- Utilized machine learning algorithms and statistics to create a predictive model of income based on health.
- Applied a data-driven scientific process to draw conclusions, documented in a concise Jupyter Notebook.

SKILLS

Languages: Python, HTML/CSS, Javascript, Typescript, C/C++, Java
Libraries and Frameworks: Next.js, React, Astro, Node.js, Express.js, Flask
Other Skills: Figma, UX Design/Research, Linux, MongoDB, SQL, Git/Github, Github Actions CI