

Julian Lou

Fourth-year Computer Science student

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PROJECTS

Shiritori Bot (Javascript) — *A new take on the classic Japanese word game, shiritori*

2017, DECEMBER - PRESENT

- Improved approachability of the game by designing difficulty levels to appeal to users of all levels of fluency
- Created an engaging AI that mimics a human player using frequency lists and various notions of strategy
- Incentivized learning and self-betterment by offering statistics to find gaps in knowledge and selectively pruning the AI's word bank to follow the JLPT and utilize the principle of spaced repetition

sdv (Python 3) — *A simplified distributed version control system using a relational DBMS*

2017, OCTOBER - DECEMBER

- Assisted in the coordination of a team of 4 by scheduling weekly meetings and encouraging proactivity
- Integrate tasks such as creating a branch with front-end through writing an application layer that communicates to the back-end with embedded SQL
- Designed a login form and overview page in Flask and Jinja2 using sessions to track users
- Ensured validity and quality of new features by creating unit tests and offering frequent code reviews

EXTRACURRICULAR

nwhacks (Good God I have no idea) — Vancouver, BC

2018, JANUARY 13-14

- soon™

Global Game Jam (C#) — Vancouver, BC

2016, JANUARY 29-31

- Implement core behavior by scripting event-driven behavior such as changes in state tied to clock and interaction with game objects

EDUCATION

The University of British Columbia — BSc

2014, SEPTEMBER - PRESENT

- Expected graduation in May 2018
- Major in Computer Science, Minor in Asian Language and Culture (Japan)