Julian Lou

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PROJECTS

insightUBC (TypeScript/JavaScipt) — *Powering a subset of the many tasks needed to run UBC*

2018, JANUARY - APRIL

- Operated in a group of 2 under Agile methodologies over 5 sprints
- Implemented functionality to allow SQL-esque comparisons and aggregations when querying back-end
- Created a high-coverage test suite of queries and unit tests using Mocha and Chai expectations
- Implemented a front-end UI, enabling querying on back-end JSON data through a RESTful API

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

2017, OCTOBER - DECEMBER

- Integrated tasks such as creating a branch with front-end UI by creating an application layer connected to a SQLite database
- Designed a login form and overview page in Flask and Jinja2 using sessions to track users
- Reinforced validity of features by creating unit tests with pytest and frequently contributing to code reviews

Shiritori Bot (JavaScript) — *An application in Node featuring the Japanese word game,* shiritori

2017, DECEMBER - PRESENT (In progress)

- ○ Improve approachability of the game by designing difficulty levels to appeal to users of all levels of fluency
- ○ Incentivize learning by following the JLPT level progression and utilizing spaced repetition for reinforcement

EXTRACURRICULAR

Global Game Jam (C#) — Vancouver, BC

2016, JANUARY 29-31

- Implemented event-driven behavior such as changes in state tied to clock and interaction with game objects in Unity

EDUCATION

The University of British Columbia — *BSc, Major in Computer Science*

2014, SEPTEMBER - 2018, NOVEMBER

SKILLS

Python, Java, JavaScript, C, Golang
Git, SQL, Flask, Unix/Linux