Julian Lou

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ACADEMIC

insightUBC (TypeScript/JavaScript) — *Powering the many tasks needed to run UBC*

JANUARY - APRIL 2018

- Worked in a group of 2 using Agile methodologies over 5 sprints
- Implemented functionality to allow SQL-esque comparisons and aggregations when querying the 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 the back-end JSON data through a RESTful API

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

OCTOBER - DECEMBER 2017

- Created an application layer connected to a SQLite database to integrate version control tasks with UI
- Designed a login form and overview page with Flask and Jinja2 using sessions to track users
- Reinforced validity of features by creating unit tests with pytest and frequently contributing to code reviews

EXTRACURRICULAR

ShiritoriBot (JavaScript) — *The Japanese word game* shiritori, *running on Node.js*

DECEMBER 2017 - PRESENT (In progress)

- Designed a front-end using the Pug template engine and Express.js framework
- Created a script to prune a series of JSON dictionary files for relevant data, reducing space by 95%
- Creating customizable difficulty levels based on word frequency, parts of speech, etc.
- Tracking user statistics in a relational database and presenting them using a graphing library

Oh! Baby... (C#) — *A 2D babysitting game, developed at Game Jam 2016*

JANUARY 2016

- Implemented a Clock class that displays an accelerated in-game time
- Extended a Baby class to interact with objects such as a milk bottle and change state accordingly

EDUCATION

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

SEPTEMBER 2014 - NOVEMBER 2018

SKILLS

Python, JavaScript, Java, C#, C/C++, Golang
Git, SQL, Flask, Jinja2, Express, Unix/Linux