Julian Lou

Fourth-year Computer Science student

6096 Service Street
Burnaby BC, V5H 1V8

(604) 366 6278
lou.julian96@gmail.com
jlou96.github.io

PROJECTS

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**

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

2018, JANUARY - PRESENT (In progress)

● **Operated in a group of 2 under Agile methodologies over 5 sprints**
● **Integrated test-driven development paradigm by writing unit tests using Mocha and Chai expectations**
○ **Enable effective querying on school metadata by creating an API with REST endpoints**

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 features by creating unit tests and offering frequent code reviews**

EXTRACURRICULAR

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)**