James Luo

jluo117.github.io

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EDUCATION

- **University of California Riverside** — Riverside ,CA
  BS in Computer Science GPA: 3.40 — *Sept. 2016 – June. 2020*

LANGUAGES AND TECHNOLOGY

C++, Swift, Python, HTML,Bootstrap, Unix, Xcode

RESEARCH

- **UC Riverside** — Riverside, CA
  Undergraduate Research — *June 2017 - Present*
  - **Ink-well System**: A software used to simulate chemical and biological tests in which would take in input data, simulate it, and create a .svg output that is used for debugging.
    * Create the python system responsible for generating a .svg file from the simulated data.

PROJECTS

- **TwitchCon Hackathon**
  Twitch PVP — *Fall 2017*
  - **Twitch chat bot game**: Python game built for Twitch chat in which streamers play a game against another streamer using their channel's chat. Built using IRC library and Twitch chat API

- **Swift IOS collection**
  IOS app collection
  - **Open source goal**: An open source library full of classes that are designed to be used to build various projects

- **Cal Poly Hackathon**
  Simple Promotional Website — *Spring 2017*
  - **A simple website with a flash game and varies API calls using bootstrap**:

CLUBS

- **ACM/ASSOCIATION FOR COMPUTING MACHINERY**
  Chapter member

- **IEEE/Institute of Electrical and Electronics Engineers**
  National Member
  - **UAV team**: Develop a UAV autopilot system using machine vision and Python

- **Highlander/Tespa Gaming**
  National Tespa Member
  - **Esports Team Manager**: Help create schedules for team practices, report players and results back to Tespa HQ, scout players and other teams