James Luo

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EDUCATION

University of California Riverside

Riverside, CA

BS and MS in Computer Science

Sept. 2016 - June. 2020 Sept. 2021 - current

TECHNICAL SKILLS

Swift(Proficient), Python(Proficient), C++(Proficient), C#(Unity/experienced), JavaScript(experienced), PHP(experienced)

EXPERIENCE

Metabob Palo Alto, CA

Software Engineer Inten

May 2021 - Current

• Authentication Tools: Help redesign Metabob's authentication tools for GitHub, GitLab, and BitBucket. The goal of the redesign to create an independent authentication system that would run separately compared to the main service. This tool will be used by all users who would be using Metabob.

SingTao Burlingame, CA

Backend Engineer Intern

October 2020-March 2020

o Advertisement Platform: Develop an advertisement platform using PHP, Javascript, and MySql. This backend system is design to work with Digital Signage system and with the goal of being used by over 100 businesses in the San Francisco Bay Area.

AT&T and UC Riverside

Riverside, CA

Research Assistant

January 2020 - October 2020

o Multi-User AR: Develop a project with AT&T and UCR augmented reality lab in which we built a multi-user application that relies heavily on a cellular network. The application was built using Google Cloud services and Unity. The benchmarking scripts were written in Python. AT&T reviewed and adopted the demo as a potential research projects

STUDENT LEADERSHIP AND VOLUNTEER

Oceana High School

Pacifica, CA

Assistant Wrestling Coach

Match 2021 -current

• Assistant Wrestling Coach: Run wrestling practices and help schedule competitions along with tutoring students in school so that they are able to improve their GPA

ACM/Association for Computing Machinery

Officer and Workshop Lead

March 2019 - June 2020

o Project and Event Manager: Help organize and lead club events that include competitive programming like ICPC, technical workshops like MLH Local Hack Day, Intro to Web and iOS development, and K-12 outreach. These events had attendance ranging from 50 people to over 100 people

Projects

Citrus Hack

Fake Video April 2020

o Fake Video: Fake Video is a web application that uses Google Cloud Natural Language API to process text extracted from YouTube videos to identify if a certain video is an AD, saving the user time. This project uses Google Firebase as a database and Google Cloud for machine learning. The project Won honorable mention out of over one hundred projects submitted

PennApps 2019

AR Textbook September 2019

• Educational AR app: AR Textbook is an iOS AR app that uses Firebase and ARKit and is built using Swift. It is an educational hack that is designed to revolutionize the way textbooks are presented.