James Luo

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EDUCATION

University of California Riverside

BS in Computer Science GPA: 3.14

Riverside, CA

Sept. 2016 - June. 2020

Languages and Technology

C++, Swift, Python, C#(Unity), HTML, Bootstrap, JavaScript, Unix, Xcode

Research

UC Riverside Riverside, CA

Undergraduate Research

June 2017 - Present

- o Ink-well System: A software used to build micro fluids for 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

o 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

Rose Hack

MentorWinter 2019

- o Unity: Mentor two team with deploying their projects in VR by working with them to debug issues and proposing solutions. Both of these teams won prizes (Best Hack and Best Game)
- o iOS and Firebase: Help teams develop iOS application using Swift along with explaining how to setup a back-end using Google Firebase.

Cutie Hacks 2017

King of Space Fall 2017

- o IOS Game: An IOS game that puts that user into the shoes of a spaceship captain that has to navigate space and fight other ships using a classical turn base system
- o Best Beginner Hack: Lead a team of first year students and taught them how to build their first app and the basics of Swift

BioHacks

Medical Emergency Simulator

Spring 2018

o Medical Emergency Simulator: VR experience built in Unity to put a user into the shoes of the first person to arrive at an emergency situation.

Winner of Best Humanitarian Hack

SB Hacks

Food Inventory Winter 2018

o Food Inventory: Food Inventory counting app that is used to keep track of the food you have in you have Uses Google Firebase as a back-end and FastSpring API as the store front for a well designed shopping experience Winner of Best Use of FastSpring API

Clubs

ACM/ASSOCIATION FOR COMPUTING MACHINERY

chapter member

• Workshop Instructor: Help teach chapter members the basics of Swift and how to use that language to build their iOS apps