

**James Luo**  
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## EDUCATION

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

## LANGUAGES AND TECHNOLOGY

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

## RESEARCH

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- **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

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- **TwitchCon Hackathon** *Fall 2017*  
*Twitch PVP*
  - **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** *Spring 2017*  
*Simple Promotional Website*
  - **A simple website with a flash game and varies API calls using bootstrap:**

## CLUBS

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- **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