James Luo

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EDUCATION

University of California Riverside

Riverside, CA

BS in Computer Science GPA: 3.25

Sept. 2016 - June. 2020

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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

o Open source goal: An open source library full of classes that are designed to be used to build various projects

### Cutie Hacks 2017

King of Space Fall 2017

- IOS Game: A simple 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
- Best Beginner Hack: Lead a team of first year students and taught them how to build their first app and the basics of Swift

# 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

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

#### IEEE/Institute of Electrical and Electronics Engineers

National Member

o UAV team: Develop an 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