James Luo

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EDUCATION

University of California Riverside

Riverside, CA

BS in Computer Science GPA: 3.2

Sept. 2016 - June. 2020

TECHNICAL SKILLS

Swift(Proficient), Python(Proficient), C#(Unity/Prior experience), C++(Proficient), JavaScript(Prior experience)

Experience

UC Riverside Riverside, CA

Undergraduate Research

Summer 2017 - Fall 2018

o Ink-well System: Help design a Python tool that is use to debug a micro fluid system. This tool is being used to produce .svg files that are currently on a research poster.

AT&T and UC Riverside

Riverside, CA

Research Assistant

Winter 2020 - Fall 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 cellular network. The application was built using Google Cloud services and Unity. The benchmarking scripts was written in Python. The project demo was able to impress management and is being moved forward

Millbrae Bible Church

Millbrae, CA

Creative Team

Fall 2020

• Web Developer: Help maintain the website with upcoming events. Create animations and useful information such as countdown timer to certain events and gatherings

STUDENT LEADERSHIP

ACM/ASSOCIATION FOR COMPUTING MACHINERY

Spring 2019 - Spring 2020

Officer and Workshop Lead

- Project and Event Manager: Help organize club events that includes competitive programming like ICPC, technical workshops like MLH Local Hack Day, and K-12 outreach. These events had attendance ranging from 50 people to over 100
- o iOS workshop lead: Design and teach a year long technical workshop series on building iOS applications that ranges from application using the basic tools like UIKit and Swift to using libraries like CoreML and ARKit

PROJECTS

Senior Design

Operating System Security

Fall 2019

o Linux Exploit: Configure an exploit for the Unix kernel on both MacOS 10.15.1 and Ubuntu 14.04 that takes advantage of a Sudo bug that was discovered in CVE-2019-14287. The write up of this project can be found on Medium

PennApps 2019

AR Textbook

Fall 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.

Citrus Hack

Fake Video

Spring 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. Won Honorable Mention Hack