

James Luo

jl117.github.io

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EDUCATION

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

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** *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
- **Cutie Hacks 2017**
King of Space
 - **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** *Spring 2017*
Simple Promotional Website
 - **A simple website with a flash game and varies API calls using bootstrap:**

CLUBS

- **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