James Luong

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jluong23.github.io/blog

London, UK

Skills

Languages:
⋄ Proficient with Python, C#, Java, JavaScript / Typescript, HTML, CSS and LaTeX.
⋄ Familiar with C++, Haskell, SQL and Ruby.

Technologies:
⋄ Proficient with MERN Stack, Git, Unity and Linux (WSL).
⋄ Familiar with Ruby on Rails, Sinatra, ASP.NET MVC and MySQL.

Education

University of Sheffield   September 2019 - July 2022
Computer Science BSc.   **2:1, 67.4%**

⋄ *Dissertation Project:*   **First Class, 70%**
  · **Title:** Accessing External Image Assets within a Virtual Reality System.
  · **Research:** Evaluating existing methods for interacting with VR interfaces and querying image collections, using Nielsen's usability heuristics.
  · **Outcome:** A VR interface was developed for accessing images by Google Photos API and Oauth2.0. Built with Unity and XR Interaction Toolkit.
⋄ *COM3420 Software Hut Project:*   **Team Project Winner**
  · **Task:** Group project, developing a software system for client business requirements.
  · **Contributions:** Front-end design. Formatting data into tables, summary pages and cron jobs emails using HAML.
  · **Outcome:** A Vehicle Management System was developed for University of Sheffield Fleet Management, tracking MOT and safety test dates for vehicles. Built using Ruby on Rails.

Six 21, London   September 2017 - June 2019
A Levels in Computer Science, Mathematics and Physics.   **A, A, B**

⋄ *Extended Project Qualification (EPQ):*   **A***
  · **Title:** Are top-level chess engines capable of human intellectual capacity?
  · **Description:** Analysis of algorithms used in chess engines, using Searle's Chinese Room Thought experiment as a test for human intelligence.

Experience

Action Tutoring   October 2019 - March 2020
Volunteer Maths Secondary School Tutor
⋄ Tutoring GCSE level Mathematics at local secondary schools in Sheffield once a week.
⋄ Planning personalised lesson topics for each student.
⋄ Developed communication and teaching skills, explaining my thought process to students.

School 21 IT Department   October 2018 – February 2019
Year 13 Work Experience Programmer
⋄ Setting up Windows operating systems and peripherals on new computers around the school.
⋄ Developing an absence request system for staff members on the school intranet using ASP.NET MVC.

Projects	**Task / Todo Tracker**	September 2022

⋄ Full Stack CRUD project for managing tasks.
⋄ Filter function for resolved tasks and different task categories.
⋄ User authentication and login system via JSON Web Tokens (JWTs).
⋄ Built using MERN stack, styled with Tailwind.

Personal Blog / Portfolio <div align="right">July 2022</div>

⋄ Displaying blog posts reflecting on personal experiences and showcasing personal projects.
⋄ Using Python scripts with RegEx to format past WordPress HTML blogs into JSX and React components.
⋄ Built with React and styled components.
⋄ Hosted on GitHub pages at jluong23.github.io/blog.

Shopping Cart Project <div align="right">July 2022</div>

⋄ A fictional shopping page for selling album records.
⋄ Provides a daily song using Moment.js and the Spotify API.
⋄ Built with React and hosted on GitHub Pages.

Hobbies   **Chess**

⋄ University of Sheffield Chess Team Captain (2021-2022).
⋄ Organising fortnightly matches in the local South Yorkshire League, communicating with local chess club organisers.
⋄ 1848 ECF rating.

Distance Running

⋄ Participating in BUCS and South Yorkshire Leagues with University of Sheffield Athletics Club.
⋄ Organising a sixth form 'Festival of Miles' event, leading weekly track sessions for students and staff members in preparation.
⋄ Sheffield Half Marathon 2021 in 1:35.
⋄ Currently training for Richmond Marathon, September 2022.

Climbing

⋄ V4-V5 bouldering, developing problem-solving skills.

References

Dr Steve Maddock (UG Dissertation Supervisor)
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