

JOSHUA LUO

joshjluo.github.io · joshua.luo@utexas.edu · (972) 302-2208

EDUCATION

The University of Texas at Austin

May 2020

Bachelor of Science, Electrical and Computer Engineering

Technical Cores: Software Engineering, Computer Architecture and Embedded Systems

GPA: 3.95

Relevant Courses: Software Design and Implementation, Embedded Systems, Algorithms, Python, Digital Logic Design, Operating Systems, Engineering Communications

WORK EXPERIENCE

Enseo

Jun. 2018 - Aug. 2018

Quality Assurance Engineering Intern

40 hours/week

- Developed scalable and user-friendly automated testing software (HTML/CSS, Javascript)
- Conducted functional black box testing on products using Bash and Expect/Tcl automated scripts
- Troubleshooted software and hardware bugs on product models and updated test documentation

LaunchPad City

Jun. 2017 - Aug. 2017

Technology Intern

40 hours/week

- Outlined digital marketing strategy, designed over 75 graphics and produced and edited 10 videos
- Rapidly designed UX/UI mockups for websites Adobe Photoshop and Adobe Illustrator
- Maintained database of 300 stores and created accessible WordPress sites to host pictures of stores

NTT DATA

Jun. 2014 - Aug. 2014

Summer Intern

40 hours/week

- Created informational cloud computing presentation, used for marketing employee training
- Organized "Headshots for Hunger" fundraiser, generated \$800 for the North Texas Food Bank
- Updated company's portal and learning management system with self-created video tutorials

LEADERSHIP

Freetail Hackers

Spring 2018 - Present

Creative Team, Organizer

- Design and create marketing collateral for hackathons, including UT Austin's annual Hack TX
- Produce promotional/informational videos to guide inexperienced students through hackathons

Student Engineering Council

Fall 2017 - Present

Director of Publicity Committee

- Lead and collaborate with committee of 12 people to market events for 7,700 engineering students
- Direct website redesign initiative (HTML, CSS/SASS, Javascript), moved to Github for hosting

PROJECTS

Harry Potter Video Game

Spring 2017

C, ARM Assembly

- Interfaced TI TM4C LaunchPad microcontroller with LEDs, slide potentiometer (ADC), audio jack (DAC), buttons, and LCD screen according to ARM Assembly Procedure Call Standard
- Implemented edge-triggered interrupts, multiple difficulty levels by seeding random number generator, multiple sound effects using system timers, and layering of graphics

SKILLS

Programming: Java, C/C++, Python, HTML, CSS/SASS, Javascript, Git, ARM Assembly, Verilog

Digital Media: Adobe Photoshop, Illustrator, Premiere Pro, After Effects, Adobe Creative Suite

Operating Systems: Windows, Linux