

LUIS CALONA

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» Summary

I am a passionate second-year student enthusiastic to learn and explore more in the field of computer science and software engineering. I am always open for opportunities to gain more experience in the field in order to ultimately make an impact.

» Education

University of California, San Diego
B.S. Computer Science, 2020
GPA: 3.9

» Internships

Bentley Systems San Diego
Software Jun 2017 to
Developer Intern Current

» Skills

PROGRAMMING LANGUAGES

Java
C
C++
C#
Python
HTML
CSS
JavaScript

HARDWARE

Raspberry Pi
Arduino
DragonBoard

» Projects

Twitter Nest

May 2017

- Designed, developed, and presented a novel feature for the Twitter platform which won Twitter's #TakeFlight challenge
- Collaborated with 6 other #EarlyBird participants over the course of one week to complete this challenge
- Built local JSON servers utilizing web development languages and tools such as HTML, CSS, JavaScript, JQuery, and AJAX
- Presented a working demo utilizing mock data to engineers and Twitter's CEO

Virtual Reality Classroom

Dec 2016 to Mar 2017

- Developed an Android application for the Google Daydream that will allow students to connect and collaborate in a virtual classroom setting from any location
- Worked with the Applications team to implement the instructors' tools, such as a virtual whiteboard and the ability to display PowerPoint presentations
- Coded in C# and developing using Unity

Q Dispenser

Jan 2017

- Engineered a secure pill dispenser controlled with an Android app via Bluetooth
- Collaborated with four other members on this project during Qualcomm's Q Hacks 4-hour hackathon
- Assembled the mechanism controlled by an Arduino and its peripherals, such as a servo and Bluetooth module
- Developed the Android app using MIT's App Inventor

Web Application

Aug 2016

- Created a drawing web application in the SPIS program at UCSD using the pair programming technique
- Programmed with Python for the back-end and HTML, CSS, and JavaScript for the front-end
- Utilized mLab as the database for saving drawings, Heroku to deploy the app, and OAuth to handle logins for security

URL: <https://drawing-app-lj.herokuapp.com/>

» Relevant Experience

Twitter #EarlyBird Camp

May 2017

- One of 27 attendees selected out of 900+ applicants to attend a five-day interactive program for first-year computer science majors focused on professional and technical development including coding, networking, personal branding, resume writing, and interview skills

Qualcomm's Diversity Engineering Campus Alignment (DECA) Conference

Jan 2017

- Invited to two-day conference that brought together top students from across the country to participate in workshops, network with Qualcomm employees, gain interview and career advice, and learn about the wireless industry
- Designed a project with a team of four others in the short four-hour hackathon Q Hacks, integrating both hardware and software in one of the three areas of Internet of Things, Healthcare, and Robotics

Summer Program for Incoming Students (SPIS)

Aug 2016 to Sep 2016

- Completed five-week program dedicated to helping students obtain a head start and succeed in college computer science courses
- Coded in Python while learning and applying algorithmic problem-solving skills to solve various problems and exercises
- Experimented in the areas of web applications, robotics, and data mining to gain exposure for the types of fields available in computer science

» Awards & Recognition

Twitter #TakeFlight Challenge Winner

May 2017

- Awarded to the team with the highest score given by the Twitter Engineer judges on implementing a novel feature to Twitter.com during the #EarlyBird camp

Qualcomm Most Innovative Hack

Jan 2017

- Awarded to the group that receives the highest score from the judges in the creativity category at Qualcomm's Q Hacks hackathon