

# LUIS CALONA

## » Contact

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## » Summary

I am a passionate first-year student enthusiastic to learn and explore more in the field of computer science and software engineering while accomplishing meaningful work. I am currently seeking an internship to gain more experience in the field in order to ultimately make an impact.

## » Education

**University of California, San Diego**  
B.S. Computer Engineering 2020  
GPA: 4.0  
Past Courses: Introduction to Computer Science- Java  
Current Courses: Discrete Mathematics, Designing and Building Robots, Fundamentals of Engineering Applications  
Future Courses (to be completed by June 2017):  
Data Structures & Object-Oriented Program

## » Skills

### PROGRAMMING LANGUAGES

Java  
Python  
HTML  
CSS  
JavaScript

### HARDWARE

Raspberry Pi  
Arduino  
DragonBoard

## » Projects

### Virtual Reality Classroom

Dec 2016 to Current

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

### Q Dispenser

Jan 2017

- Engineered a secure pill dispenser was controlled with an Android app via Bluetooth. The app would allow only the person prescribed to take their pills up to a certain amount of times a day. It would also send notifications to remind them to take their pills, as well as notify their doctor when they took all their pills for the day.
- 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 to Current

- 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/>

## » Activities, Organizations, & Clubs

### Qualcomm's Diversity Engineering Campus Alignment (DECA) Conference

Jan 2017

- Invited to this 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 in a 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 this five-week program dedicated to helping students obtain a head start and succeed in college computer science courses by providing students with "college-level exposure to computer science, emphasizing problem-solving, communication skills, and mathematical modeling"
- Coded in Python while learning and applying algorithmic problem-solving skills to solve various problems and exercises
- Exposed to three possible project areas— web applications, robotics, and data mining— where we experimented with labs for each and later specialized in one for a final project

### Institute of Electrical and Electronics Engineers (IEEE)

Jan 2017 to Current

- Member of this organization whose mission is to foster technological innovation and excellence for the benefit of humanity

### Computer Science Engineering Society (CSES)

Sep 2016 to Current

- Member of this passionate group of computer scientists and engineers whose goal is to build a strong community

### Virtual Reality Club at UCSD

Nov 2016 to Current

- Member of this student group dedicated to promoting the development and understanding of virtual reality applications and technology
- Collaborating with a project group aiming to develop a VR application for education

## » Awards & Recognition

### 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

### Hispanic Scholarship Fund (HSF): HSF Scholar

Jun 2016

- Awarded by the HSF, who's goal is to empower Latino families to attain higher education and provide scholarships and support services to exceptional Hispanic American students, this distinction recognizes some of the best and brightest Latino students in the nation

### Sacramento Hispanic Chamber of Commerce: El Futuro Scholar

May 2016

- Awarded by the Sacramento Hispanic Chamber of Commerce and Sacramento Business Service Center, in partnership with Sacramento Municipal Utility District (SMUD), this distinction recognizes outstanding graduating high school students who demonstrate exceptional scholastic leadership and community involvement

### Eskwela Natin: Eskwela Natin Scholar

May 2016

- Awarded by Eskwela Natin, a nonprofit organization that aims to educate children about the rich and diverse Filipino culture, this distinction recognizes students of Filipino descent who perform exceptionally well in the areas of academics, community involvement, and leadership