

# Liuhao Wu

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## EDUCATION

- University of Chicago (UChicago)** Sep 2021 — Jun 2023  
Chicago, IL
- B.S. in Computer Science; **GPA: 3.788**
  - Courses:* Operating Systems, Computer Architecture, Networks, Complexity Theory, Robotics, Human Computer Interaction
- University of California, Santa Barbara (UCSB)** Aug 2019 — Aug 2021  
Santa Barbara, CA
- Computer Science with Honors (transferred out); **GPA: 4.000**

## EXPERIENCE

- Marine Biological Laboratory** Aug 2022 — Sep 2022  
Woods Hole, MA
- Undergraduate Researcher (Supervised by Dr. David Mark Welch and Dr. Elena Peredo)*
- Conducted research on microbiome recovery of spurdogs and chain catsharks during the skin regeneration process
  - Analyzed DNA sequencing datasets using Qiime2 to populate volcano plots, taxonomy charts, and alpha and beta diversity
- CANON Lab** Apr 2022 — Aug 2022  
Chicago, IL
- Undergraduate Researcher (Supervised by Prof. Diana Franklin)*
- Designed and developed educational tech tools, including QueueBits on Unity, a game introducing quantum computing concepts
  - Developed the frontend of Entwine, an educational website transforming paper worksheets to the Scratch programming platform, with features including roster management, class module creation, and project progress check
  - Collaborated with educators to test and iterate on QueueBits and Entwine, collecting and analyzing feedback from over 50 Chicago Public School students
- Human-Robot Interaction (HRI) Lab** Apr 2022 — Jul 2022  
Chicago, IL
- Undergraduate Researcher (Supervised by Prof. Sarah Sebo)*
- Conducted 12 research experiments and analyzed 45 video recordings to analyze the effectiveness of humanoid robot NAO, monitor screen, and poster in facilitating interpersonal communications
  - Supported data analysis from participants' survey responses to extract insights, enhancing robot-human interaction strategies
- Gevirtz Graduate School of Education** Jan 2021 — Sep 2021  
Santa Barbara, CA
- Undergraduate Researcher (Supervised by Prof. Diana Arya)*
- Collaborated on a Virtual Reality-based game design and testing for immersive remedial literacy education under the initiative of Community Based Literacies (CBL) project and McEnroe Reading and Language Arts Clinic
  - Designed a radial menu detecting controller inputs with Unity and art asset development with Blender
- UCSB Religious Studies and Psychological & Brain Sciences** Jun 2021 — Aug 2021  
Santa Barbara, CA
- Undergraduate Researcher (Supervised by Prof. Ann Taves and Dr. Elliott Ihm)*
- Analyzed 1000+ surveys with R for the Inventory of Non-Ordinary Experiences project
  - Led interviews and literacy reviews on medication practices, focusing on religious / spiritual traditions influences

## PROJECTS

- Bouncing Ball Tracking** Aug 2023 — Aug 2023
- Created a real-time server-client video communication system using WebRTC for efficient data transmission
- Restogram** July 2023 — Aug 2023
- Implemented a mock Instagram app for restaurants that supports dynamic post and profile systems using Firebase and SwiftUI
- Pintos** Mar 2023 — June 2023
- Programmed an operating system framework supporting kernel threads, user programs, virtual memory, and file system
- Network Protocols** Oct 2022 — Dec 2022
- Coded an Internet Relay Chat (IRC) server, Transmission Control Protocol (TCP), and multi-network IP routing with sockets
- Turtlebot Waffle** Mar 2022 — Jun 2022
- Integrated and implemented arm and sensory-motor control to perform tasks including person following and object sorting
  - Incorporated reinforcement Q-learning algorithm, particle filter localization, inversed kinematics, and OpenCV ARTag
- UCSB Food Bank** Mar 2021 — Jun 2021
- Led the development of a website providing UCSB students information about item availability at the Food Bank
- UCSB Course Search** Mar 2021 — Jun 2021
- Implemented course search and registration features and repaired backend controllers in the legacy codebase

## SKILLS

**Programming:** C/C++, SwiftUI, Python, C#, Java, JavaScript, HTML, CSS, R

**Toolbox:** Git, Azure, Firebase, React, CI/CD, TCP, OpenCV, UNIX, LaTeX, Unity, Blender, Arduino, Qiime2, Jupyter, Docker