

# Yi Luo

yluo24@uci.edu | (626) 223-3104

## EDUCATION

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**University of California, Irvine (UCI), Irvine, CA**

June 2021

- B.S. in Mathematics
- B.S. in Informatics
- Dean's Honor List, 3 consecutive quarters

GPA: 3.710

## SKILLS

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**Programming:** Python, JAVA, MATLAB, and Mathematica

**Design:** User-centered Design, User Research, Sketching, Wireframing

**Languages:** Mandarin (native), Cantonese (fluent)

## EXPERIENCE

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**Department of Information and Computer Science, UCI, Irvine, CA**

Sept. 2019 – Present

*Lab Tutor Coordinator*

- Evaluated over 80 lab tutor applications; recruited and scheduled the eligible ones.
- Oversaw all tutor affairs including but not limit to schedule tutors, handle tutor evaluations and manage tutor website.
- Enhanced the effectiveness of the tutor program by improving tutor assignment strategies and coordinating with professors and tutors.

**Bright Dream Robotics, Foshan, Guangdong, China**

July 2019 – Aug. 2019

*Artificial Intelligence Intern*

- Developed a wall-following algorithm using Python to improve the path planning algorithm.
- Studied Reverse K-Nearest-Neighbor query algorithms such as FINCH and Smart.
- Summarized current progress and applications of SLAM and Visual SLAM and presented the results.
- Investigated and implemented A\* algorithm as well as multi-goal path planning using Ant Colony Optimization.

**Department of Information and Computer Science, UCI, Irvine, CA**

Jan. 2019 – Mar. 2019

*Lab Tutor for ICS 31*

- Reviewed materials assigned by the professor and taught problem-solving strategies.
- Supported 40 students, answered questions and provided explanation.
- Applied different teaching methods to accommodate students at different level.
- Wrote weekly work summary and reported the problems encountered and suggestions to solve the problems.

## PROJECTS

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**HungryUS Application UX Redesign**

Jan. 2019 – March 2019

- Led a design team of six. Completed user research to understand potential users and identify opportunities for improving HungryUS's app presence.
- Managed usability testing in preparation for UX redesign. Defined testing parameters, recruited users, and assisted with facilitating tests and analyzing results.
- Redesign the application based on research findings. Produced wireframes and prototypes.