SHAYLA LUONG

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TECHNICAL SKILLS

Languages
Python
C++
SQL
Java
HTML5
CSS3
JavaScript

Software
Git
MS SQL Server
Android Studio
MySQL
Adobe Photoshop
Adobe Illustrator

EXTRACURRICULARS

Organizations
Women in ICS
Design at UCI
Management and
   Information Student
   Society
Karate at UCI

Volunteering
English Conversation
   Partner at UCI
Youth Program – St
   Columban Church

EDUCATION

University of California, Irvine	June 2020

B.S. in Computer Science and Engineering
- GPA: 3.78 (Dean's Honor List)
- Relevant Courses: Artificial Intelligence, Computer Vision, Machine Learning, Data Analytics, Databases, Computer Networks, Embedded Systems, Compilers, Operating Systems, Data Structures & Algorithms

Tohoku University, Japan	Apr – Aug 2019

UC Education Abroad Program
- Lab Research: High-speed projection mapping on dynamical surfaces using systems and algorithms optimized for vision processing

EXPERIENCE

Software Engineering Intern at *cFive Solutions* (Laguna Hills, CA)	Oct – Apr 2019

- Performed large-scale data migration between multiple different versions of databases (Microsoft SQL Server and Oracle Database).
- Created SQL scripts to effectively extract, validate, and transfer large amount of legacy data to new system's database.

STEM Tutor at *Mesa Court Housing* (Irvine, CA)	Jan – Mar 2019

- Tutored small groups of UCI students in STEM subjects including Physics, Math, and ICS and assisted in hosting review sessions for major exams.

Lab Tutor at *UCI School of ICS* (Irvine, CA)	Sep – Dec 2018

- Tutored classroom of 30 UCI students for Accelerated Programming in Python class at UCI.

PROJECTS

Smart Bins – Automated Trash-Sorting System	Sep 2019 – Present

- Collaborate with four students to create a system that can automatically sort waste into trash, recycle, and compost bins.
- Implemented a CNN classifier using MS Azure's Machine Learning services.
- Built an image processing pipeline to collect and process images received from physical trash bin with camera and sensors attached.

Digital Business Card Sharing Through NFC	Oct 2018

- Developed an android application that uses NFC technology to communicate and share digital business profiles between devices.
- Integrated Google's Firebase database and authentication services to store and fetch user data; built with Java and Android Studio.

Navigation for Meetups	Mar 2018

- Built a web application, incorporating Google Maps and Foursquare APIs, that calculates real-time distance between two locations and suggests nearby interest points, based on user activity.
- HTML/CSS, Bootstrap, JavaScript for front-end; Django and Python for back end.

ChickInfinite - Mobile Game	Feb 2018

- Awarded Most Polished Game at HackUCI by Gigabyte.
- Implemented game logic and incorporated graphics and sound through the Python framework Kivy.