

# SHAYLA LUONG

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## TECHNICAL SKILLS

### Languages

Python

C++

Java

SQL

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 – Honors: Cum Laude
- 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 – Mar 2019

- 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.