THOMAS LUC

(437)-249-4490 ◇ tqluc@uwaterloo.ca

tluc.me ◇ linkedin.com/in/thomas-luc ◇ github.com/thom974

EDUCATION

Candidate for Computer Engineering, University of Waterloo   **2022 - PRESENT**

Cumulative GPA: 3.9 / 4.0

Nortel Networks Undergraduate Scholarship (3500$), University of Waterloo

SKILLS

Languages	Python, Javascript, C++, HTML/CSS, SQL
Technologies	Git, Figma, PostgreSQL, VS Code, Visual Studio, Blender, RESTful APIs
Frameworks	Node.js, React.js, Express.js, Next.js, Three.js

PROJECTS

Hackathon Website (Hack The Ridge)   **Node.js, React.js, Next.js, Three.js, Chakra UI, GSAP**

- Created website with **Next.js** to advertise personal hackathon attracting hundreds of visitors and **80** registrants.
- Prototyped with **Figma** and created animations based on Bézier interpolation with **GSAP** for seamless transitions.
- Leveraged **React**, incorporating components from **Chakra UI** (custom styled with **Emotion**) for optimized workflow.
- Rendered **Blender** models in real-time to browser using **Three.js** with custom **WebGL** shaders written in **GLSL**.

Personal Portfolio Website   **Node.js, React.js, Next.js, Material UI, anime.js**

- Created styled **React** components using **Material UI**'s CSS-in-JS utility styled() for ease of CSS maintenance.
- Wrote **CSS** media queries and used **Material UI**'s breakpoints to create a responsive layout for different screen sizes.
- Incorporated state management using **React Hooks** (useEffect) to facilitate dynamic updates to UI upon changes.

Room Designer Discord Bot   **Node.js, Express.js, Three.js, PostgreSQL, RESTful APIs**

- Developed a bot using **Node.js** in an asyncronous paradigm to enable non-blocking API calls made with **Axios**.
- Built an **Express.js** back-end to real-time render custom **Blender** models using **Three.js** in response to bot requests.
- Constructed a **PostgreSQL** database remotely queried by bot application using **node-postgres** to store BLOBs.

Rhythm Game Beatmap Generator   **Python, Pygame, Selenium, Requests, RESTful APIs**

- Designed a game tool in **Python** using **OOP**, creating animated GUI with **Pygame** for interactive user experience.
- Fetched user info from API with **Requests** and followed **OAuth 2.0** to authorize users by sending POST requests.
- Integrated **Selenium** and **WebDriver** to automatically download game files by simulating browser interactions.

EXPERIENCE

President of Programming Club   **Sep 2021 - Jun 2022**
Iroquois Ridge High School   Oakville, Ontario

- Led all club operations and gave frequent **Python** programming lessons to over **100** students, teaching data structures (e.g trees and graphs), recursion and dynamic programming.
- Created an extensive curriculum in **Python** to mentor beginner students on video game design with **Pygame**.

Main Classroom Assistant   **Sep 2018 - Sep 2021**
Kumon Institute   Oakville, Ontario

- Spearheaded **hundreds** of tutoring sessions with Grade 1 - 12 students teaching arithmetic, algebra and calculus.
- Crafted suitable lesson plans for students while accommodating parent concerns to enhance academic performance.