

Eric Luong

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EDUCATION

University of California, Irvine

September 2014 - June 2018

Bachelors of Science in Computer Science

- Magna Cum Laude, Dean's Honor List 2015 - 2018 (GPA: 3.904)

TECHNICAL SKILLS

Familiar Languages: Java, C/C++, Python, HTML, CSS, SQL

Operating Systems: Windows, Mac OS, Linux

Software: Eclipse, IntelliJ, PyCharm

Other: Command line, Amazon Web Services

WORK EXPERIENCE

Undergraduate Reader (Linear Algebra)

September 2017 - December 2017

- Developed solutions to assignments and graded assignments in a timely manner
- Coordinated with teaching assistants and other readers to manage assignments
- Handled students' regrade requests, logistical questions, and exam proctoring

PROGRAMMING PROJECTS

Fabflix Movie Store

April 2017 - June 2017

- Developed a web-based movie store using Java servlets, MySQL, HTML, JavaScript, and CSS and deployed the website on Amazon Web Services
- Implement frontend components such as user authentication, store webpages, movie search filters, ReCAPTCHA, and the checkout process
- Implemented backend functionalities such as MySQL database management, Java servlets to handle frontend services, and load balancing
- Created an experimental Android application to facilitate use on mobile devices
- Worked in a small team and communicated bugs, design choices, and tasks

Web Crawler and Search Engine

September 2016 - December 2016

- Participated in a distributed web crawler built with Python that scrapes URLs from webpages within the University's Computer Science subdomain
- Created a webpage index with the Lucene library and Java that supports the ability to search and rank webpages found within the Department's subdomain
- Designed a web interface that allows users to search and view relevant webpages

Rudimentary Navigation Program

February 2015

- Utilized the MapQuest API and JSON to create a console-based navigation system
- Supported access to travel distances and directions between multiple destinations

Othello Game Logic and GUI

February 2015 - March 2015

- Implemented a console-based Othello game using Python
- Improved usability by creating a GUI that enables window resizing and easier game customization for the player

RELEVANT COURSES

Project in Databases & Web Applications • Data Structure Implementation & Analysis
Computer Networks • Information Retrieval • Intro to Data Management
Design & Analysis of Algorithms • Principles of System Design & Operating Systems