Julia Luo

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Skills

- Python
- Java
- Javascript
- HTML/CSS
- React JS
- PyTorch
- Tensorflow
- Android

Education

University of California, Berkeley — *Berkeley, California*
Electrical Engineering and Computer Science, B.S. — *Aug. 2016 – Dec. 2019*
3.98/4.00 cumulative GPA | 4.00/4.00 technical GPA

Experience

Robotic AI & Learning Lab
Berkeley, California
Undergraduate Researcher under Sergey Levine — *Jan. 2018 – Present*
- Perform sparse patch training on PyTorch FCN model to achieve affordance segmentation for grasping objects
- Generate training data and validate models using MuJoCo physics simulator and 3D objects from Blender

Google
Mountain View, California
Engineering Practicum Intern | YouTube Rights Management Team — *May 2017 – Aug. 2017*
- Created web app to showcase the sound recording and composition mapping abilites of the Content ID API
  - Developed using Javascript, HTML, and CSS integrated with the Polymer 2.0 framework
  - Currently used by the legal team at Sony Music to quickly view their sound recording assets and ownership
- Revised the back-end of auto-rejection algorithms to improve the fairness of the Content ID application flow
  - Developed back-end with Python and front-end with Spitfire templating language and HTML

UC Berkeley EECS Department
Berkeley, California
CS 61A Teaching Assistant — *Aug. 2017 - Present*
- Host weekly discussions, lab sessions, and office hours, and grade homework and exams for the course CS 61A
- Help students with concepts like recursion, mutation, and OOP both in-person and online on Piazza

Codebase
Berkeley, California
Contract developer — *Jan. 2017 – Present*
- Cooperate with team of 8 to build the Dash front-end and Python back-end of a web app for the start-up Riffyn
- Application performs multivariate regression on Riffyn users' data with lasso regression and categorical support

Projects

League of Legends Champion Selector
Waterloo, Ontario
Developed for Hack the North 2017 — *Sep. 2017*
- Trained TensorFlow model on 25,000 previous matches based on the 5 champion selections of each player
- Predicts the outcome of a match to 72% accuracy when a player inputs their and the opponent's champions
- Front-end of web application developed using React JS, back-end using Node JS to call Python TensorFlow script

Preserve
Berkeley, California
Developed for Mobile Developers of Berkeley — *Apr. 2017*
- Expiry date tracking Android app which features receipt-scanning technology and smart expiry date prediction
- Developed using Android Studio with Firebase back-end integration and Google Mobile Vision API

Petreon
Palo Alto, California
Developed for TreeHacks 2017 — *Feb. 2017*
- Facebook Messenger bot and website presenting a patron system for adopting and pledging to homeless animals
- Front-end developed using HTML, CSS, Javascript, and JQuery, and back-end using AWS lambdas

Ethos
Berkeley, California
Winner of Social Impact award at CalHacks 2016 — *Nov. 2016*
- Chrome extension that uses IBM Watson API to report the objectivity of articles and generate author profiles
- Front-end developed using HTML, CSS, Javascript, and JQuery, and back-end using Flask and PostgreSQL

Awards & Distinctions

Dean's Honor List: Overall GPA in top 10% of all undergraduates in the College of Engineering for all semesters — *Dec. 2017*
ECOO Computing Contest: Provincial rank of 26/500 teams — *April 2016*
Fermat Mathematics Contest National Honour Roll: Approximate national rank of 119/20000 participants — *Feb 2015*