

陆琢 Lu Zhuo

SELECTED EXPERIENCES

Apple Inc.

GPU Developer Tools Intern June 2019–August 2019

- Worked on the team that brought GPU Debugger in Xcode.

Slack Technologies, Inc.

Desktop Software Engineering Intern May 2018–August 2018

- Worked on several diagnostic features for the Slack desktop app.
- Led the design and implementation for a new desktop client updater server endpoint. Added full integration test suites to the CI automation in QA environment.
- Implemented content security violation reporting for the web client.
- Wrote the netLog module in Electron.

Web Design DeCal

Co-Instructor May 2018–May 2019

- Gave weekly programming lectures for a class of over 120 enrolled students and auditors, and co-led 7 teaching assistants.
- Continued maintaining and updating the course portal.
- Summer 2018, co-redesigned the course programming curriculum based on feedback from previous semesters.

Teaching Assistant

August 2017–May 2018

- Maintained and updated the course portal implemented in Django.
- Winter 2017, added a real-time Q&A queue to be used in lecture.
- Summer 2017, updated course info website and a project showcase site displaying works done by previous students.

Berkeley Center for New Media

Research Assistant February 2017–May 2017

- Teamed with Ph.D. candidate Juliana Friend from the Department of Anthropology to design and develop the Many-to-Many project website (<https://many-to-many.net/>), offering an online platform to facilitate ethnographic research.
- Designed and implemented a multilingual CMS with content versioning, a custom front-end MVP, and a RESTful server with LAMP for data query and mutation.

Cal Performances

Student Ambassador for the Arts September 2016–Now

- Committee Manager for "Students' Night Out" since September 2017.
- Hold post-performance reception events such as "SpeakEasies" for the audience to mingle and to share thoughts about the show.
- Promote Cal Performances events through physical presence or social media on platforms like Facebook, Twitter, and Instagram.

Berkeley International Office

Volunteer for International Programs October 2016–Now

- Assisted social event programming such as the monthly "iMixes," as space for students to mix and mingle. In 2016, teamed with other volunteers and created a pumpkin carving contest.
- Helped migrate Berkeley International Office website to the new Open Berkeley platform based on Drupal.
- Designed logo and banner for the Resilience project.

CONTACT

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EDUCATION

University of California, Berkeley

Expected graduation date: May 2020

B.A. Computer Science

College of Letters & Science

PROJECTS

- Contributor to open source project Electron by GitHub.
- Real-time path tracing with implicit geometries defined by signed distance functions supporting diffuse, mirror and glass BSDF's. Implemented with OpenGL in GLSL and C++ with two project partners. Received artistic mention in course project showcase.
- BSCF event agenda PWA, built with Django and Vue, deployed on Heroku.
- Codesigning tool for Electron macOS app distribution. Implemented in node.js, published on npm.
- Interactive paper engineering app for designing pop-up books or cards. Derived interpolation algorithm for the motion of gullies during paper folding. Implemented in JavaScript, rendering backed with WebGL.
- Interactive terrain painting with real-time polygonal mesh extraction by marching cube. Implemented with OpenGL in GLSL and C++.
- Web-based collaborative drawing app, desktop client distributed on the Mac App Store. Implemented using Electron, with server in PHP.

SKILLS

Programming

Proficient in Python, JavaScript, TypeScript, PHP, HTML, CSS, SQL, VBA; intermediate in Java, C, C++, Scheme.

Creative Tools

Adobe Photoshop, Illustrator, InDesign, Premiere, After Effects; Blender; Final Cut Pro X