

ELLEN LUO

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education

University of California, Berkeley

Electrical Engineering and Computer Sciences | Expected Graduation Dec 2019
GPA: 3.98/4

Relevant Coursework: Efficient Algorithms and Intractable Problems, Artificial Intelligence, Probability and Random Processes, Operating Systems, Computer Security

London Central Secondary School

Ontario Secondary School Diploma
FINAL AVERAGE: 98%

skills

- ♦ Java
- ♦ Python/Django
- ♦ Android
- ♦ Data Analysis
- ♦ Node.js/React
- ♦ SQL
- ♦ HTML/CSS/JS
- ♦ Machine Learning
- ♦ API Design
- ♦ Ruby/Rails

awards

Dean's Honor List

AUG 2016 – MAY 2018

Semester and overall GPA in top 10 percent of all College of Engineering undergraduates.

Kraft Award for Freshmen

OCTOBER 2016

Attained highest scholastic records with a 4.0 first semester GPA.

Mary Louise Wyatt Award

OCTOBER 2016

Second highest final average in graduating class.

ECOO Programming Contest

APRIL 2016

Ranked provincially 26/500.

Canadian Senior Mathematics

Competition Honor Roll

JANUARY 2016

Approximate national rank of 100/7587. Also received Certificate of Distinction for Euclid, CSMC, Fermat, CIMC, Galois, Cayley and Pascal mathematics contests.

experience

Software Engineer Intern

MAY 2018 - PRESENT

Airbnb

- ♦ Working on Airbnb Experiences team with data and backend using tools such as Airflow, Superset, HQL and Rails.
- ♦ Capstone project focuses on improving the search experience for local users of the platform through data analysis, search sections and email promotions.

Software Engineer Intern

MAY 2017 – AUG 2017

Kloudless

- ♦ Worked with backend tools such as Django Rest Framework and Celery Task Queue to integrate applications and features with the Kloudless Universal API.
- ♦ Completed projects include allowing real-time updates (Events API) for Google and Outlook Calendar, setting up payments library/models and API paywalls, integrating various Kloudless endpoints with Citrix ShareFile and building command line tools to manage developer accounts and keys.

Undergraduate Student Instructor (Teaching Assistant)

AUG 2017 - PRESENT

UC Berkeley Computer Science Department

- ♦ Hired by EECS department as a teaching assistant for introductory computer science course (CS 61A).
- ♦ In charge of extra lecture series covering advanced topics including ray tracing, constraint programming, and machine learning.
- ♦ Responsibilities include guest lecturing, managing logistics, reviewing assignments, attending staff meetings and grading/proctoring exams.

Vice President of Projects

JAN 2017 - PRESENT

CodeBase Technical Consulting Group

- ♦ Student organization that helps Bay Area startups bridge technical challenges with high quality software solutions.
- ♦ Currently in charge of acquiring clients, training project managers, and overseeing the progress of projects.
- ♦ Previously led project with ResultCare, to implement social network features with their Node.js backend and retrofit their mobile apps to reflect a new provided wireframe.

projects

League of Legends Match Predictor

github.com/zgovani/lol-champion-picker |

devpost.com/software/league-of-legends-champion-chooser

- ♦ Predicts matches for League of Legends based on champion selection.
- ♦ Used past match data to train logistic regression model using TensorFlow and created Web application using React and Node.js.
- ♦ Built with a team of four at Hack the North.

Minimalist

github.com/ellenluo/minimalist

- ♦ Android to-do application built with Java, XML and SQLite using Android Studio.
- ♦ Allows users to organize tasks with lists/labels, due dates and details, and stay on top of schedule with customizable reminders and widgets.
- ♦ Features a side navigation drawer, SQLite database and elegant material design.