Allan La

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EDUCATION

Bucknell University, Lewisburg, PA
Expected Graduation Date May 2018
B.S.E. in Computer Science and Engineering,
Minor in Mathematics
Major GPA: 3.47/4.00
Cumulative GPA: 3.43/4.00

COURSEWORK

Data Structures
Algorithms
Software Engineering
Computer Architecture
Programming Languages
Operating Systems
Human Computer Interaction
Databases
Full Stack Web Applications
Computer Security&Crytography

SKILLS

Proficient:
Python, Java
Familiar:
C, HTML, CSS, JavaScript, R, HQL
Operating Systems:
Linux
Technologies:
D3

INTERESTS

Data Science
Software Development
IoT Development
Mobile Development

LINKS

https://allanla.github.io/portfolio/
https://www.linkedin.com/in/allanla

RELEVANT WORK EXPERIENCE

UnitedHealth Group | Technology Development Internship
Summer, 2017 | Boston, MA

- Designed and implemented a machine learning pipeline to automate the manual processing of claims
- Accepted role of Data Master and used R's tidyverse package to manipulate data for machine learning, and creating visualizations for data discovery

Worcester Polytechnic Institute | Undergraduate Researcher
Summer, 2016 | Dr. Lane Harrison, Department of Computer Science

- Conducted interdisciplinary data science research through the WPI REU Data Science program with faculty and students
- Researched quantifying Data Literacy based on different types of visualizations and modifications
- Incorporated HTML, JavaScript, and CSS to design experiments to put on Amazon Mechanical Turk, then used R for data discovery

Bucknell University Comp Sci. Dept. | Head Teacher's Assistant
August, 2015-Present | Lewisburg, PA

- Oversee all help sessions and assist student questions in CSCI-203
- Organize and hold meetings with other teacher's assistants

Bucknell University Teaching and Learning Center | Facilitator
August, 2016-Present | Lewisburg, PA

- Facilitated and organized study groups for CSCI-204
- Fostered an inclusive environment where ideas can be shared and discussed

AWARDS AND LEADERSHIP

Robert G. Miller Math, Science and Engineering Scholarship
2014-2018| Bucknell University

Engineering Success Alliance (ESA) Peer Mentor
August, 2015 – Present | Bucknell University

- Provided academic and social support to 21 incoming engineering students

Together Everyone Achieves More (TEAM) Peer Mentor
August, 2015 – Present | Bucknell University

- Conducted weekly meetings with mentee to monitor academic and personal progress

PROJECTS

Zombie Shooter

- Developed a third-person zombie shooter game from scratch with a team of 4 using AGILE Development techniques such as Scrum and GitLab for version control