

# LuoLei “Larry” Zhao

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## EDUCATION

### **Northwestern University, Evanston, IL**

Robert R. McCormick School of Engineering and Applied Science  
B.S.M.S. in Computer Science, expected graduation June 2018  
GPA: 3.72/4.00

## WORK EXPERIENCE

### **Soar Technology Inc. - Software Engineer Intern**

Ann Arbor, MI --- Summer 2017

- Created interactive data visualization for the FLUENT military training project while adapting to rapidly changing client needs. Visualizations were presented at the iFEST 2017 conference.
- Explored and developed innovative means of determining student behavior in adaptive training simulations for SoarTech's Next Generation Threat System (NGTS).

### **Northwestern Research Computing - Visualization Developer**

Evanston, IL --- February 2016 - Current

- Implemented and contributed to omegalib, a customized graphics library specialized towards large 3D visualization displays, utilizing OpenGL and GLSL.
- Designed, developed, and supported a dynamic web interface for an Interactive 3D visualization display at Northwestern's Center of Advanced Molecular Imaging (CAMI).
- Designed, implemented, and developed a variety of apps for the CAMI wall including 3D model viewers, galaxy viewers, video playback modules, and volume rendering applications.
- Developer on Firefly, an interactive visualization application for FIRE galaxy simulations.

### **Ohio Chinese School - Web Developer**

Worthington, OH --- June 2014- June 2015

- Developed and supported an SQL repository which facilitated communication by providing teachers and students with a resource to upload homework assignments and other class materials.

## INDEPENDENT PROJECTS & ACTIVITIES

### **Project Manager of Game Development Teams in association with IEEE**

- Key Manager for IEEE NU's "IE-Cubed" Technical Program, which helps students apply skills learned in classes towards practical applications through mentorship in project-oriented groups
- Primary programmer and artist for the game "Boxel", an entry in the 2016 Github Game Off Competition. Utilizes dynamically constructed classes through a component based paradigm.
- Creator of LeetLib, a game engine implementing the love2d library towards side-scrolling games

### **Vice President and Design Lead of "Pioneers of Interactive Entertainment"**

- Organized and promoted a new student organization for the 2017-2018 School Year aimed at promoting and supporting Independent Game Development at Northwestern.
- Main artistic and design director of "Child in Shadow" independent game project.

### **Industry Relations Chair for IEEE Northwestern Student Chapter**

- Primary visionary in establishing the IEEE NU Project Showcase. Connected companies and ambitious students in a project-oriented networking event with over 40 participants.

## ADDITIONAL EXPERIENCE

- Project Experience in artistic fields including graphic design, 3D modeling, and 2D Sprite Animation.
- Extensive experience working at the intersection between programming, art/design, and management.
- Broad experience in a variety of languages including popular Object-Oriented languages like C#, C++, Java, as well as logical and functional programming languages such as Common Lisp, Prolog and Racket.