

# Bruce Luo

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## EDUCATION

**UNIVERSITY OF TEXAS**  
BS COMPUTER SCIENCE AND  
MATHEMATICS  
2018 - present | Austin, TX  
Expected May 2022  
GPA: 3.98

## LINKS

github.com/Feezy15  
linkedin.com/in/b-luo

## COURSEWORK

### FALL 2018

CS 314: Data Structures  
CS 311: Discrete Math

### SPRING 2019

CS 429: Computer Architecture  
CS 104c: Competitive Programming  
SDS 321: Statistics and Probability  
M 340L: Linear Algebra

### FALL 2019

CS 439: Operating Systems  
M 427L: Vector Calculus  
M 358K: Applied Statistics

### SPRING 2020

CS 331: Algorithms  
M 378K: Mathematical Statistics  
M 375T: Predictive Analytics

### FALL 2020

M 362M: Stochastic Processes  
M 328K: Number Theory  
CS 342: Neural Networks  
M 375T: Quantum Info Science

## SKILLS

### LANGUAGES

Java, Python, JavaScript, HTML/CSS, C,  
x86, SQL, Groovy, R, bash

### TOOLS

Unity, jQuery, Bootstrap, SQLite3,  
Linux, node.js, git, ggplot2, Jenkins,  
JMeter, helm

## AWARDS

2018 National Merit Finalist  
2017 National AP Scholar

## EXPERIENCE

### ATHENAHEALTH | SOFTWARE ENGINEER INTERN

June 2020 - August 2020 | Austin, TX

- Worked with the Consumer Health Enablement team on secure message attachments
- Implemented load testing on demand for secure message attachments with JMeter through CI/CD Jenkins Pipeline
- Automated setup and teardown of load test environment via AWS CloudFormation
- Implemented KPI collection from tests and notification of test results in Microsoft Teams

### NOKIA | PLATFORM ENGINEER INTERN

Jan 2020 - May 2020 | Austin, TX

- Packaged a Django-based API mocking app via Helm for deployment onto Nokia's proprietary demo enablement platform
- Automated deployment onto aforementioned platform through CI/CD Jenkins Pipeline
- Added additional unit tests to API mocking tool, increasing code coverage to 80%
- Worked alongside designers to explore current and future opportunities in 5G MEC orchestration, providing input in stakeholder mapping, user journey maps, and storyboarding

## PROJECTS

### COLORSEEK

July 2019

- Created a website using Bootstrap grid to find optimized color palettes for uploaded images
- Built JavaScript classes encapsulating functions required for two different color quantization algorithms (histogram and k-means)
- Designed a class to dynamically manipulate the web page DOM and output a table with entries for each color in the palette
- Built on ES6 module system and remote deployable through Express

### ASCENT

Sept 2018

- Created a vertical scrolling, procedurally generated 2D platformer using Unity for the EGADs 2018 Fall Game Jam
- Developed a variety of prefabs for use as platforms and tweaked game physics interactions using RigidBody2D
- Designed different Unity scenes for the game UI (e.g. title screen, pause menu, end screen)

## ACTIVITIES

### TEXAS DESIGN JOURNAL | STAFF WRITER

July 2020 - present

- Documenting research methodologies, prototyping, and product analysis