

Qiao Lu

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EDUCATION

Northeastern University

Seattle, WA

Master of Science in Computer Science | Khoury College of Computer Sciences

Expected Graduation: Dec 2021

- GPA 3.93/4.0
- Courses: Foundations of Artificial Intelligence, Foundations of Software Engineering, Algorithms, Object-Oriented Design, Computer Systems, Discrete Structures

Brigham Young University-Hawaii

Laie, HI

Bachelor of Science in Business Management, Supply Chain Track

Sep 2009 – Dec 2013

TECHNICAL KNOWLEDGE

Backend:	Java, Python, C, NodeJS, MongoDB
Frontend:	HTML, CSS, JavaScript, React, Bootstrap, jQuery
Tools & Platform:	Visual Studio Code, Emacs, Ubuntu, Jupyter Notebook, scikit-learn

PROJECTS

Food Ordering and Delivery Application

Sep 2020 – Dec 2020

Developed a full-stack food ordering and delivery application with two other teammates

- Designed back-end using **Java** under **MVC** module, and managed user data with **MongoDB**
- Implemented front-end with **React**, and gained experience in Components, Forms, State, Events, and Router etc.
- Constructed 3 user types including restaurant, customer, driver, and developed **RESTful** APIs for each

Hawaii Travel Website

Jul 2020 – Oct 2020

Designed a website to give travel recommendations while connecting tourists with small business owners

- Developed user interface using **Bootstrap**, **HTML**, and **CSS**
- Implemented **RESTful** handlers using **NodeJS** with **Express** framework
- Manipulated **DOM** using **jQuery**, and managed version control through **git**

Machine Learning Applications for Data Analyzing

Sep 2020 – Oct 2020

Developed 2 applications including a regression model to predict customer budget at an auto dealership and a classification model to detect personal attacks on Wikipedia comments using **Jupyter Notebook**

- Imported and preprocessed customer features such as income, age etc. into scaled data for prediction
- Cleaned text data using tokenization and stop words from **nlTK**, and extracted features using **TfidfVectorizer**
- Modeled data using artificial neural networks from **TensorFlow Keras** and **LinearSVC** from **scikit-learn**

Othello Game

Oct 2019 – Dec 2019

Created a strategy board game where user play against AI agent to achieve maximum disks left on board

- Implemented game with disk, board, game rules, and AI class using **Python**
- Designed AI by prioritizing available moves using 4 metrics, and applying greedy method to each move

WORK EXPERIENCE

U.S. Army

Schofield Barracks, HI

Supply Chain Manager

Feb 2014 – Jan 2019

- Maintained 100 percent accountability of property worth over 27 million dollars over a three year period
- Directed operations in supply, transportation, maintenance, and ammunition in multiple deployment readiness training events and was awarded Army Achievement Medal