KENNY LUO-LI

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EDUCATION

Concordia University

Montreal, Quebec

Bachelor of Science in Computer Science

September 2022 - Present

Relevant Coursework

Machine Learning, Artificial Intelligence, Data Communications & Computer Networks, Operating Systems,
 Databases, Advanced Programming with C++, and Web Programming.

Activities: Google Developer Student Clubs (GDSC)

RELATED EXPERIENCE

Opal-RT Technologies

Montreal, Quebec

Full Stack Developer Intern

February – August 2022

- Engineered a React.js & Django web app for efficient indexing, reducing manual data entry errors.
- **Built** a Django-based CMDB with advanced search, enhancing filtering efficiency and user engagement while improving content management by **40%**.
- **Participated** in Agile sprints and stand-ups, delivering **10+ key features** on time and boosting app performance by **20%** through client feedback.
- Assisted in deploying the web architecture on MS Azure, ensuring security, cost efficiency, and scalability.

PROJECTS

VRODA | Angular TypeScript, Java, Docker, MySQL, Spring Boot, Selenium - E2E - Integrations Tests

- **Built** a dockerized e-commerce application with load balancing, PayPal integration, and multi-language support.
- Achieved 95% test coverage on key components, ensuring reliability and minimizing production bugs.

CIFAR-10 Classifier | PyTorch, NumPy, Pandas, Matplotlib

• **Analyzed** CIFAR-10 classification using Naive Bayes, Decision Tree, MLP, and CNN with preprocessing, feature extraction, and performance evaluation.

My A-EYE | React.js, Flask, Tailwind, Open AI, Whisper AI

Developed a verbal virtual assistant to assist visually impaired individuals in understanding their surroundings.

DrooVE | Node.js, JavaScript, Tailwind

Hackathon Winner: "Best Beginner Project", CodeJam12

• **Built** an itinerary optimization system for truck drivers using Google Maps APIs to suggest rest stops based on route and sleep requirements.

Medis | React.js, Django, MySQL

• **Developed** an integrated healthcare management system and infectious disease tracker with real-time alerts and scheduling tools to keep staff, patients, and families informed and safe across facilities.

Dungeons & Dragons | *C++*, *Doxygen*

Developed a D&D terminal game engine encompassing fighter classes, ability scores, enchanted weapons, NPC
enemies, progress saving and loading, campaign and map builder, and combat mode.

TECHNICAL SKILLS

- Programming Languages: Java, Python, Typescript, Javascript, C#, C++, PHP, Arduino, Bash, SQL, C
- Operating Systems: Windows 10+, MacOS, Linux (Ubuntu & RasbianOS), Unix
- Database: SQL Server, MySQL, Oracle, Firebase, PhpMyAdmin
- Software: VS Code, Jira, Confluence, Android, MS Office, Docker, VM, Git Bash, IntelliJ, Eclipse, Pycharm