KEVIN LO

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EDUCATION

University of California, Berkeley **Computer Science (B.A.)** **Data Science (B.A.)** **GPA: 3.2** **May 2021**	**Highlighted Courses:** Data Structures, Structure and Interpretation of Computer Programs, Great Ideas of Computer Architecture, Intro to Artificial Intelligence, Efficient Algorithms and Intractable Problems, Computer Security, Intro to Database Systems **In Progress:** Intro to Software Engineering, Data Inference Decisions

WORK EXPERIENCE

AWS Glue	**Software Development Engineer Intern (Crawler team)** ● Improved accuracy of CSV Classifier by adding features to data extraction and population phases ● Developed API to validate user role permissions for accessing S3 bucket (data store) ● Above features completed with unit/integration tests, end to end container tests, and will be pushed to production stage	**May 2020 - Aug 2020**
ClimatEG (Palo Alto)	**Full Stack Engineer Intern (remote/part-time)** ● Coded models, views, controllers, routes for carbon-cap trade simulator game (focused on Trades and Admin page) ● Used: Node.js, Express, EJS, Sequelize, MySQL	**June 2019 - Present**
AR Queue (San Rafael)	**Software Engineer Intern (remote)** ● Coded AR app to send/receive gift cards w/geocoding ● Used: AR Foundation, REST, Firebase, Mapbox SDK, Tango API	**June 2019 - Aug 2019**

LEADERSHIP EXPERIENCE AND ACTIVITIES

Brain Games (UC Berkeley)	**Undergraduate Researcher (Berkeley Institute of Data Science)** ● Developed user selection on Oculus Touch controllers ● Implemented Stroop Effect w/natural language processing ● Implemented Stop-Relax-Refocus task and Flanker task ● Goal: Help brain injury patients recover through cognitive tasks ● Used: Oculus API, IBM Watson SDK	**Feb 2019 - Present**
DataBears (UC Berkeley)	**Board of Director, Education Team Lead** ● Lead the development of data science curriculum ● Planned outreach efforts, secured partnerships w/high schools	**Mar 2019 - May 2020**

PROJECTS

AR Cooking (Personal Project)	**Augmented Reality Mobile Cooking Game** ● Focused on in-game hand motions with mobile touch and sensor input (ex: stove knob rotation and temperature control based on phone orientation and tap duration on phone screen) ● Designed main menu UI, learned AR surface detection methods ● Used: C#, Unity, Vuforia, Adobe Illustrator	**Dec 2018 - Jan 2019**

ADDITIONAL INFORMATION

Programming Experience: Java, Python, C#, HTML, CSS, JavaScript, SQL, C, C++, Go
Work Eligibility: U.S. Citizen, Fluent in English and Mandarin