KEVIN LO

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EDUCATION

University of California, Berkeley **Computer Science (B.A.)** **GPA: 3.2**	**Relevant Courses:** Data Structures, The Structure and Interpretation of Computer Programs, Designing Information Devices and Systems I, Designing Information Devices and Systems II, Great Ideas of Computer Architecture Discrete Mathematics and Probability Theory, Foundations of Data Science, Introduction to Artificial Intelligence
May 2021	**In Progress:** Efficient Algorithms and Intractable Problems, Principles and Techniques of Data Science, Concepts in Computing with Data

WORK EXPERIENCE

ClimatEG (Palo Alto)	**Full Stack Engineer Intern (remote)** ● Coded models, views, controllers, routes for carbon-cap trade simulator game (focused on Trades and Admin page) ● Used: Node.js, Express, EJS, Sequelize, MySQL, HTML, CSS	**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 ● 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 ● Organized members to teach data science at Bay Area schools	**Mar 2019 - Present**
DataBears (UC Berkeley)	**Website Director**, **Developer/Designer** ● Designed, coded, deployed original website for recruitment ● Remotely updated db.berkeley.edu on student-run server ● Used: HTML, CSS, JavaScript, Git, SSH	**Sept 2018 - Mar 2019**

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