

Sophia Luo

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Education

Syracuse University | Syracuse, NY

B.S. Computer Science | 05/2026

- 3.90 Computer Science GPA, with an A in every computer science subject and an A- in probability/statistics.
- Earning a cumulative GPA of 3.8 in the spring semester of 2024.
- One out of 2 recipients out of a class of 400, awarded \$10,000 Kwang Tan Family scholarship in spring semester of 2024.
- Awarded "Invest in Success" Scholarship for academic excellence.
- Been acknowledged on the Dean's list for four consecutive semesters.
- Honoree of Renée Crown Honours Program
- Member of Cybersecurity and Esports Club

Experience

Syracuse University | Syracuse, NY

Gym Attendant | 04/2023 - Present

- Demonstrated leadership by undertaking additional responsibilities essential for maintaining high service standards. Proposed and implemented efficiency improvements in front desk operations, and facilitated the onboarding of new team members through shadowing and hands-on training.
- Gained extensive experience with the Fusion recreation management system, including database management and POS operations. Accurately updated membership information, analyzed daily order summaries, and ensured data integrity within the system.
- Enhanced customer service skills, including conflict resolution and de-escalation techniques, by effectively managing and mitigating hostile or inappropriate behavior exhibited by patrons towards staff or equipment within the facility.
- Oversaw operations in a busy environment by maintaining the front desk operations during higher traffic times, such as on days where patron visits reached 500.

Software Projects and Hackathons

- Hackathons (National Centers of Academic Excellence Cybergames Summer 2023, University of Connecticut CyberSEEDS Spring 2023, National Cyber League Fall 2022, NCL Spring 2024). Team came in 6th place out of 192 competing universities at CybserSEEDS Spring 2023 competition.
- Top 22% in NCL Spring 2024 competition (Individual Game). Participated in team game of hackathon as well.
- Used GDB to debug and manipulate assembly code, exploit vulnerabilities in getbuf through code injection techniques.
- Programmed a Scheme interpreter, church encoder, and Tic-Tac-Toe game in Racket and Java.
- Implemented functions to create a domain-specific programming language that allows users to specify network topologies and check their connectivity using transitive closure.
- Prototyped and programmed a general purpose Discord bot in Python. Designed discord commands and collaborated with fellow students to test bot's functionality.

Technical Skills

- Languages: Java, Python, C, Vim, Linux, HTML, CSS, JavaScript, MySQL, React.js Framework, JSX, Racket
- Developer Tools: Vim, Unix Command-Line Interface in macOS Terminal, Bash/Shell Scripting in Linux, Git, GitHub, Socket Programming, Discord Developer Portal, IntelliJ, Eclipse, PyCharm, Visual Studio, VS Code, DrRacket
- Cybersecurity/Information Security: Open Source Intelligence, SQL Injection Defense, Log Analysis, Network Traffic Analysis, Cryptography/Steganography, Forensics, Web Application Security