Allen Luo

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github.com/allenxluo   linkedin.com/in/allenxluo   Palo Alto, CA

EDUCATION

University of California, Irvine   September 2019 - June 2023

Bachelor of Science in Computer Science   *Irvine, CA*

- GPA: 3.76
- Relevant Coursework: Design and Analysis of Algorithms, Data Structures and Algorithms, Computer Networks, Object-Oriented Programming, Operating Systems, Programming in C++, Discrete Mathematics, Linear Algebra

RELEVANT EXPERIENCE

Walmart Global Tech   June 2021 - August 2021

Software Engineer Intern   *Remote*

- Built frontend application of the Problem Automation and Monitoring Tool in Point of Sale with React and Material UI; integrated with existing Overwatch application
- Embedded looker dashboards to display hardware/event-driven data in Point of Sale and created dynamic visuals with Chart.js by pulling real-time metrics of internal servers, networks, and processes from Dynatrace API

Commit the Change   October 2020 - Present

Backend Developer / Incoming Tech Lead   *Remote*

- Implemented user authentication system with AWS Cognito to support registration, login, and account recovery functionality
- Designed and developed database with MongoDB to manage users, posts, and comments; created REST API to store and request data

WeHOPE   June 2018 - August 2018

Android Developer   *East Palo Alto, CA*

- Deployed Kotlin Android application to track the location of the organization's shower trucks throughout the day
- Accessed information from the trucks' schedule with Google Calendar API and integrated Google Maps into app to display directions

SELECTED PROJECTS

OP.GG Clone   September 2020

- Engineered React.js/Node.js web application to display League of Legends statistics and player analysis to help users improve performance
- Devised JavaScript script using Kayn library to fetch data from Riot Games' API and analyze player tendencies and efficiency

Gitlet   July 2020

- Programmed version-control system that mimics features of the system Git, including add, commit, checkout, log, branch, and merge functions
- Deployed cryptographic hash function SHA-1 to uniquely identify internal objects and designed tree-like data structure to track commits; serialized data to store information over multiple runs

Bear Maps   August 2020

- Developed web mapping application to visualize the shortest route between two points; added features such as location search, autocomplete, and dragging/zooming
- Implemented k-d tree and min-heap priority queue paired with the A* algorithm to store locations and determine the shortest path

LEADERSHIP

UCI School of Information and Computer Sciences   September 2020 - December 2020

Lab Tutor   *Remote*

- Hosted biweekly tutoring sessions in C++ course to support students on lab/project assignments and enrich them with course material and programming concepts

StreetCode Academy   June 2019 - August 2019

Instructor   *East Palo Alto, CA*

- Taught Scratch and basic computer science principles by holding weekly lectures and fostered young students' interest in programming

SKILLS

Programming Languages: Python, Java, C++, JavaScript, CSS, HTML

Technologies and Frameworks: Node.js, React.js, Express.js, Git, MongoDB, AWS Cognito