

# Amy Luo

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amymyluo.github.io

(518) 330-2727

**Available January–June 2019**

## EDUCATION

Boston, MA

Sept. 2016–Present

Exp. 2020

Related Courses:

Honors:

Activities:

### **Northeastern University**

College of Computer and Information Science

Candidate for a Bachelor of Science in Computer Science/Interaction Design

GPA: 3.96 / 4.0

Object-Oriented Design, Interaction Design, Database Design, Algorithms

Honors Program, Dean's List, Presidential Global Scholar

Scout Studio Developer, Association of Computing Machinery E-board

## COMPUTER KNOWLEDGE

Languages:

Frameworks:

Tools:

Java, Javascript, Typescript, HTML, CSS, Racket, (familiar with) Python, SQL

Angular, Java Spring Boot, Django, Bootstrap

Git & Github, IntelliJ, Eclipse, Postman, Adobe Creative Suite, InVision

## WORK EXPERIENCE

Boston, MA

Jan.–June 2018

### **Orig3n Inc.**, Full-Stack Web Developer

Developed customer facing front-end using Angular5 framework with Bootstrap, PrimeNG, and Material UI libraries.

Created RESTful API services to communicate with Java Spring, Django (Python), and PostgreSQL back-ends.

Collaborated with scientists to develop stem-cell tracking application.

Maintained, debugged, and implemented new features in Django web-client with over 30,000 users.

Etsy

Dec. 2016–Present

### **Style25bjd**, Small Business Owner

[www.etsy.com/shop/style25bjd](http://www.etsy.com/shop/style25bjd)

Design and create handmade clothing.

Promote new merchandise and styles on social media.

Maintain professional communication with customers.

## PROJECTS

Fall 2017

### **Animator**, Java

Developed an application that interprets and displays shapes and animations in Java, using the Model, View, Controller design pattern.

Converted textual descriptions into graphical views and SVG formats.

Created an interactive view using Java Swing that allows user inputs.

Fall 2017

### **Be-Boop Boolean**, Processing & Javascript

Created a game intended to teach children boolean logic and promote computer science literacy from a young age.

Translated game into Javascript using p5.js for web compatability.

Drew character sprites and graphics in Adobe Illustrator.

Winter 2018 - Present

### **Bread Girls**, Ren'Py (Python)

Creating a dating game using Ren'Py in collaboration with Natalia Bello.

Design character models, customize graphics and screens.

## INTERESTS

drawing & painting, bubble tea, video games, bread, chinchillas