

Amy Luo

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EDUCATION

Boston, MA

Sept. 2016–Present

Exp. 2020

Related Courses:

Honors:

Northeastern University

Khoury College of Computer Sciences

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

GPA: 3.96 / 4.0

Software Development, Human Computer Interaction, Algorithms

Honors Program, Dean's List, Presidential Global Scholar

COMPUTER KNOWLEDGE

Languages:

Frameworks:

Tools:

Javascript, Java, HTML, SCSS/CSS, Python, SQL

React, Angular, JQuery, Java Spring Boot, Django, Bootstrap

Git & Github, Redux, Postman, Jenkins, Adobe Creative Suite, InVision

WORK EXPERIENCE

New York, NY

Jan. –June 2019

Datadog, Dashboard Team Software Engineering Intern

Developed and released visual, customer-facing features using React, Python, and an internal component library.

Led the Dashboards Details feature to display useful context in dashboard titles including description, suggested dashboards, and top users.

Expanded the Note widget to support rich preview links to other dashboards and added a live markdown preview to the note editor.

Collaborated regularly with product designers to prototype projects and develop attractive user interfaces.

Refactored legacy code to use updated APIs, React and Redux.

Boston, MA

Jan. –June 2018

Orig3n Inc., Full-Stack Web Developer

Developed a DNA testing frontend using Angular5 framework and Material UI libraries and created RESTful API services to communicate with Java Spring 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.

PROJECTS

Fall 2018

BusRight, Javascript

Worked with Northeastern venture to build a school bus tracking application in React for school administrators.

Designed wireframes in Sketch and InvisionApp to match branding.

Attended weekly meetings with team and clients to discuss progress.

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 compatibility.

Drew character sprites and graphics in Adobe Illustrator.

INTERESTS

drawing & painting, bubble tea, video games, small animals