

# Mark Luo

3B Computer Science  
m26luo@uwaterloo.ca | 226.808.6855

## EDUCATION

**UNIVERSITY OF WATERLOO**  
BACHELOR OF COMPUTER SCIENCE  
Expected Apr 2018 | Waterloo, ON

## LINKS

Github:// [bagelSeed](#)  
LinkedIn:// [Mark Luo](#)

## COURSEWORK

### UNDERGRADUATE

Data Structures  
Operating Systems  
Artificial Intelligence  
Computer Networks  
Database Management  
Numerical Computation

## SKILLS

### PROGRAMMING

Proficient:

C++ • Java • Obj-C • Bash •  
JavaScript • SQL • Git • SVN

Familiar:

PHP • C • C# • Unity • Scheme • CSS •  
L<sup>A</sup>T<sub>E</sub>X

Frameworks:

JNI • Bootstrap • JQuery

Servers:

SmartFoxServer X2 • PHP • Tomcat

Software application:

Android Studio • Xcode • Bluestacks •  
TexturePacker • Proguard


## INTERESTS

Video Gaming, Boardgames  
HackerRank  
Olympic Weightlifting, HIIT  
Experimental cooking

## EXPERIENCE

### BIG BLUE BUBBLE | SDK INTEGRATION PROGRAMMER

Jan 2016 – Apr 2016 | London, ON

- Committed new game features on  including:
  - In-game Newslist written in Lua + XML and drawn with HydraEngine, where each promotion is requested from a mediation server and presented as a webview.
  - Speedup Video option that decreases the remaining time on user's monsters or structures. Ads are then requested and presented on the native side through JNI methods.
  - Premium Offerwall, Doubling Scratch Ticket reward, and the initial integration of Native Ad.
- Overview of server authentication, DLC update, the client and server model.
- Committed front-end UI changes to in-house mediation web-pages.
- Integrated multiple ad networks' SDKs and wrote their PHP / Java Servlet callback scripts.

### HYPERPAD (GAMEPRESS INC) | IOS SOFTWARE DEVELOPER

May 2015 – Aug 2015 | London, ON

- Developed new native features on HyperPad with Cocos2D and Objective-C including:
  - Overlay system that simulates multi-threading process and context switching.
  - In-app monetization dashboard for network options.
- Designed, implemented, and deployed multiple UI features for HyperPad.
- Familiarized with iOS app migration, CoreData, and MagicalRecord.

### SUN LIFE FINANCIAL | DBIT-IT ANALYST

May 2014 – Aug 2014 | Toronto, ON

- Resolved issues regarding DB configurations and BOXI's user securities.
- Developed series of Batch scripts to remotely change functional IDs.

## PROJECTS

### TIN PIN SLAMMER(REPLICA) | GITHUB://Tin Pin Slammer

Jan 2016 - Present

- Designed in Unity, based off of existing concepts and artwork.
- FSM AI with multiple levels of difficulties in progress.

### TIC-TAC-TOE | GITHUB://Tic-Tac-Toe

Jan 2015

- Utilized OOP designs and simple listeners for game play.
- Implemented simple skew animation for tile selection.

### CHAMBERCRAWLER3000 | GITHUB://Crawler

Dec 2014

- Turn-based crawler game with ASCII graphic display, capable of reading various game maps.
- Designed with multiple OOP design patterns with various inheritance classes.