Bence Luo

⚲ London • ✉ bence.luo899@gmail.com • ☎ +44 7766 151388 • ⊕ Portfolio • in LinkedIn • ⌘ GitHub

Summary

With three years of experience in software product development, I develop vivid applications that combine functionality with user-friendly interfaces. From developing responsive web platforms to designing decentralized and AR solutions, I thrive when ideas come alive into real products. Fluent in both front-end and back-end technologies, I architect robust software systems and drive projects that ensure efficiency and growth. Passionate about coding and continuous improvement, I collaborate effectively with teams to deliver impactful, high-quality solutions in fast-moving environments.

Education

BSc (Hons) in Computer Science   **2018–2021**
University of Westminster, London
Grade: First Class Honours
Relevant Coursework: Advanced Algorithms, Database Management, Software Engineering Principles, Machine Learning

Skills Bootcamps in Software Development   **2022–2023**
Just IT

Experience

Software Developer   **Mar 2024 - Present**
Britannia Web Services – Remote
Key Responsibilities:

- Developed and maintained web applications using TypeScript, JavaScript, React, and Node.js.

- Delivered customized solutions by collaborating closely with clients to ensure alignment with business goals.

- Explored and integrated Web3 technologies, including smart contracts, to create decentralized applications.

Key Achievements:

Enhanced application performance and security by implementing industry best practices, resulting in a 30% improvement in load times.

Led the deployment of decentralized applications (DApps), increasing client collaboration and data security.

Streamlined development workflows, reducing project delivery times by 20%.

IT Project Manager and Web Content Coordinator   **Nov 2023 - Feb 2024**
SGM-FX – London

- ○ Streamlined website content management with WordPress, increasing media performance and user engagement by optimizing content delivery and site functionality.

- ○ Managed IT support systems, reducing downtime by 20% through effective problem-solving and implementation of robust support protocols.

- ○ Coordinated projects with development teams, ensuring alignment with business objectives and timely completion of web enhancements and updates.

Software Developer   **Nov 2022 - Nov 2023**
Imperial College London – London

- ○ Led full-stack development projects utilizing PHP, SQL, Drupal, and React, improving both UI and backend functionality.

- ○ Introduced cutting-edge technologies to enhance user experience and system performance.

- ○ Drove operational improvements and boosted user engagement through innovative development solutions.

Software Developer Intern   **July 2022 - Nov 2022**
NetLogus – London

- ○ Assisted in the documentation, testing, and debugging of key software applications.

- ○ Developed features using Python, JavaScript, .NET, Spring Boot, and React.

- ○ Demonstrated a strong commitment to learning and adapting to new technologies in a fast-paced environment.

Software Developer   **May 2021 - July 2022**
Qulto International – Szeged, Hungary

- ○ Designed and implemented a plagiarism detection tool using Spring Boot and Groovy, enhancing backend efficiency with the Jaccard-Min-Hash algorithm.

- ○ Developed an augmented reality (AR) application for museum exhibits using Unity and C#, increasing user engagement through interactive experiences.

- ○ Utilized project management tools like JIRA and Asana to organize and track development tasks, ensuring timely project completion and team collaboration.

Projects

MERN Chat App
Live Project: mern-chat-app
Repository: https://github.com/bence899/mern-chat-app

- ○ Developed a real-time chat application using the MERN stack (MongoDB, Express.js, React, Node.js), implementing user authentication, chat rooms, and real-time messaging features.

- ○ Ensured scalability and optimized performance to support a growing user base through efficient database queries and frontend rendering.

- Integrated WebSocket for real-time communication, enhancing the responsiveness and interactivity of the chat platform.

Pathfinding Algorithm Project
Live Project: Pathfinding-Algorithm-Project
Repository: https://github.com/bence899/Pathfinding-Algorithm-Project

- Built a React application to visualize various pathfinding algorithms, enhancing understanding through interactive simulations.

- Implemented algorithms such as A*, Dijkstra's, and BFS, providing users with a hands-on learning experience.

- Optimized performance to handle large datasets, ensuring smooth and responsive visualizations.

JavaScript Fighting Game
Live Project: JavaScript-Fighting-Game
Repository: https://github.com/bence899/JavaScript-Fighting-Game

- Developed an interactive fighting game using JavaScript, HTML5, and CSS3, incorporating character animations, collision detection, and engaging game mechanics.

- Created a seamless user experience with smooth controls and responsive design, increasing player retention and satisfaction.

- Utilized object-oriented programming principles to maintain a clean, scalable, and maintainable codebase.

Skills

Back-End Development: Java, Python, Spring, Express, Node.js, PHP, Symphony, Drupal, Docker, Kubernetes
Front-End Development: ReactJS, Redux, JavaScript, Bootstrap, HTML5, CSS3
Databases: MySQL, MongoDB, PostgreSQL, Amazon Redshift, SQL
Web Architecture: RESTful API, WebSocket, Microservices, Docker, Kubernetes
Cloud Platforms: AWS, Azure
Version Control: Git, GitHub, GitLab
Soft Skills: Critical Thinking, Problem Solving, Action-Driven, Attention to Detail

Interests

- Developing smart home projects for my own home

- Magic tricks and performances

- Competing in table tennis

- Video editing and content creation