Christopher Luo

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Education

Brown University - Providence, RI

- -Introduction to Software Engineering
- -Introduction to Systems
- -User Interface Design
- -Database Management Systems
- -Cybersecurity and International Relations

Projects

Tetris, Othello (Introduction to OOP)

Coded two games in Java, including a basic AI in Othello.

Visualized game with Java Swing.

Heap, ConvexHull, Graph (Introduction to Algorithms)

Spring 2015

December 2014

Computer Science ScB

Graduation: May 2018

- Implemented data structures in python and Java with restrictions on allowed functions.
- Analyzed algorithms with these data structures.

MALLOC (Introduction to Systems)

November 2015

- Implemented MALLOC in C
- Used systems calls and other low level features.

Brown Maps (Introduction to Software Engineering)

April 2016

- Wrote backend code for finding directions and autocorrection.
- Visualized sqlite database into a scrollable map using HTML Canvas.

Agent32 (Introduction to Software Engineering)

May 2016

- Designed and coded user interface (title, lobby, game) with HTML, CSS, and JS.
- Worked with Google Maps API

To the New World (Personal Project)

June 2016

- Worked with PostGreSQL
- Configured application for Heroku deployment
- Developed real time frontend with Ajax and jQuery
- Enhanced HTML Canvas visualization with CreateJS

Rubber Mallet (Bridgehacs Hackathon)

August 2016

- Project coded overnight in under 18 hours.
- Implemented MALLET package
- Created web interface

CCCRI Website (Volunteer)

July 2016-Present

• Developing new church website using php and wordpress.

Skills

- CS Languages: (Proficient) Java, HTML, CSS, JS; (Familiar) C, Assembly, Python
- Languages: (Fluent) Mandarin Chinese; (Familiar) Spanish
- Strong Communication skills: Active blogger, significant background in literature and history coursework.
- Upperclass Men's Small Group Leader; Praise Team Technician (Reformed University Fellowship)
 -Weekly discussion meetings and counseling (with 15-20 students), Technical work with sound equipment.