Christopher Luo

(401) 871-7485 • 69 Brown Street, Box 3813, Providence RI, 02912 christopher_luo@brown.edu • https://cdluo.github.io/

Education

Brown University - Providence, RI

Introduction to Software Engineering

Database Management Systems

Introduction to Systems

Cybersecurity and International Relations

User Interface Design

Introduction to Algorithms and Data Structures

Introduction to Object Oriented Programming

Employment

Teaching Assistant (Cybersecurity and International Relations)

December 2016 - Present

Computer Science ScB

Graduation: May 2018

GPA: 3.35

• Developing course resources, holding hours, and leading discussion sections.

Dining Services Worker (Brown University)

Fall 2014 - Spring 2016

- Awarded 3 supervisor commendations
- "Chris always has a great attitude. He is extremely good with customers and always is doing a task without being asked. I appreciate how awesome he is!"

Personal

Bridgehacs Hackathon (Rubber Mallet)

August 2016

- Pitched idea and managed a team of 5 to its completion.
- Taught Java and HTML fundamentals to 2 team members with little coding experience.

Personal Project (Professor Bina)

July 2016

- Created web application server in Java. Set up database (PostgreSQL), deployed to Heroku.
- Developed frontend interface with HTML, CSS, Ajax, ¡Query, and other JS libraries.

Coursework

B+ Tree (Database Management Systems)

October 2016

Implemented B+ Tree data structure for database indices.

Maps (Introduction to Software Engineering)

April 2016

Wrote majority of server code. Visualized sqlite database into a scrollable map.

Agent32 (Introduction to Software Engineering)

March 2016

- Worked in a team of 4 to pitch, follow-up, and present a large software project.
- Front-End Engineer: designed, implemented, and connected entire front end of a web game applet.

Malloc (Introduction to Systems)

November 2015

• Implemented the malloc library function in C.

Heap, ConvexHull, Graph (Introduction to Algorithms and Data Structures)

Spring 2015

Implemented data structures in Python with function restrictions. Analyzed their performance.

Skills

- Programming Languages: Java, HTML, CSS, JS, SQL (proficient); C, Assembly, Python (familiar).
- Environment/Tools: Eclipse, Git, Linux Terminal, Microsoft Office.
- · Campus Activities:

RUF Fellowship Small Group Leader: weekly discussion leader and 1-1 meetings.

Co-founder/President of Brown Pokemon Club: gave presentations on battle strategy, organized events.

Other coursework: Micro/Macro Econ, Managerial Decision Making, Digital History, Tolstoy, Dostoevsky.