

Christopher Luo

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Website: <https://cdluo.github.io/>

Education

Brown University – Providence, RI	Computer Science ScB
-Database Management Systems	Graduation: May 2018
-Cybersecurity and International Relations	
-Introduction to Software Engineering	
-Introduction to Systems	
-User Interface Design	
-Introduction to Algorithms and Data Structures	
-Introduction to Object Oriented Programming	

Experience

Teaching Assistant (Cybersecurity and International Relations)	Spring 2017
<ul style="list-style-type: none">• Course focuses on both the technology and policy behind modern cybersecurity.• Topics Include: CPU/RAM architecture, OS/Application security, Networking protocols.• Will help develop course resources, hold hours, and lead discussion sections.	
Extract, Transform, Load (Database Management Systems)	October 2016
<ul style="list-style-type: none">• Created program to generate an SQL airline database using JDBC.	
To the New World (Personal Project)	August 2016
<ul style="list-style-type: none">• Researched and implemented “world simulating” algorithms in Spark web server.• Deployed project and converted database (PostgreSQL) on Heroku.• Developed frontend interface with HTML, CSS, Ajax, jQuery, and other JS libraries.	
Rubber Mallet (Bridgehacs Hackathon)	August 2016
<ul style="list-style-type: none">• Pitched idea and managed a team of 5 to its completion.• Implemented MALLET machine learning package (Java).	
Maps (Introduction to Software Engineering)	April 2016
<ul style="list-style-type: none">• Wrote back end server code, including communication with a separate traffic server.• Visualized sqlite database into a scrollable map, among other front end features.	
Agent32 (Introduction to Software Engineering)	March 2016
<ul style="list-style-type: none">• Managed server communication with front end in a web videogame.• Designed game using external data, such as the Google Maps API.	
MALLOC (Introduction to Systems)	November 2015
<ul style="list-style-type: none">• Implemented MALLOC in C	
Heap, ConvexHull, Graph (Introduction to Algorithms and Data Structures)	Spring 2015
<ul style="list-style-type: none">• Implemented data structures in Python with restrictions on allowed functions.• Analyzed and wrote algorithms to utilize these data structures.	

Skills

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- CS Languages: (Proficient) Java, HTML, CSS, JS, SQL; (Familiar) C, Assembly, Python
 - Languages: (Fluent) Mandarin Chinese; (Familiar) Spanish
 - Communication skills: Active blogger, strong background in literature and history coursework.
 - Upperclass Small Group Leader (Reformed University Fellowship)
 - Weekly counseling, study, and discussion meetings (~4-8 hours weekly with 10-20 students).