

Christopher Luo

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Education

Brown University – Providence, RI	Computer Science ScB
<i>Introduction to Software Engineering</i>	Graduation: May 2018
<i>Database Management Systems</i>	GPA: 3.35
<i>Introduction to Systems</i>	
<i>Cybersecurity and International Relations</i>	
<i>User Interface Design</i>	
<i>Introduction to Algorithms and Data Structures</i>	
<i>Introduction to Object Oriented Programming</i>	

Employment

Teaching Assistant (Cybersecurity and International Relations)	December 2016 - Present
<ul style="list-style-type: none">Developing course resources, holding hours, and leading discussion sections.	
Dining Services Worker (Brown University)	Fall 2014 - Spring 2016
<ul style="list-style-type: none">Awarded 3 supervisor commendations.	

Personal

Bridgehacs Hackathon (Rubber Mallet)	August 2016
<ul style="list-style-type: none">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 (To the New World)	July 2016
<ul style="list-style-type: none">Created web application server in Java. Set up database (PostgreSQL), deployed to Heroku.Developed frontend interface with HTML, CSS, Ajax, jQuery, and other JS libraries.	

Coursework

B+ Tree (Database Management Systems)	October 2016
<ul style="list-style-type: none">Implemented B+ Tree data structure for database indices.Analyzed performance with different sorting algorithms and node fanout sizes.	
Maps (Introduction to Software Engineering)	April 2016
<ul style="list-style-type: none">Wrote majority of server code. Visualized sqlite database into a scrollable map.	
Agent32 (Introduction to Software Engineering)	March 2016
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Implemented the malloc library function 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 function restrictions. Analyzed their performance.	

Skills

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- 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.