

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	

Projects

Extract, Transform, Load (Database Management Systems)	October 2016
<ul style="list-style-type: none">Created program to generate SQL airline database from CSV files using JDBC.Considered integrity constraints and trade offs between data storage types.	
To the New World (Personal Project)	August 2016
<ul style="list-style-type: none">Wrote back end web server in Java.Managed project and database (PostgreSQL) for Heroku deployment.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).Designed data visualization on the frontend.	
Brown 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.	
Tetris, Othello (Introduction to OOP)	December 2014
<ul style="list-style-type: none">Coded in Java, including an AI player in Othello.Visualized game with Java Swing.	

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).